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PULLOUTS!**

**EXCLUSIVE: NEW MORTAL KOMBAT MOVIE!**

FDC 50080

# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

**THE ALIENS HAVE LANDED: FOX'S CONSOLE INVASION**

**Previewed  
in this  
issue:**

**Virtua Cop 2  
Jet Moto  
Twisted Metal 2  
The Incredible Hulk  
Blast Chamber  
Fighting Vipers  
Steel Harbinger  
Three Dirty Dwarves  
VMX Racing  
Super Dodge Ball  
Over Top  
Tunnel B.1.  
Viper  
Burning Road  
Power Slave  
Bubble Bobble**

# INDEPENDENCE DAY

**Also in this issue:**

**Big news for PlayStation owners, hot new Saturn RPGs, more Nintendo 64 facts, big contest, reader letters, white-hot sports section, fantastic cheats for all the latest games and lots, lots more.**



**RED HOT REVIEWS:**

**Jumping Flash 2 Space Hulk Gun  
Griffon Road Rash Silverload  
Gunship Baku Baku World Series '97  
Frank Thomas Big Hurt Baseball  
Beyond Oasis**

## TEKKEN 2

**Namco's ultimate fighting game arrives: Big strategy guide with cheats, hints and tips inside this issue**

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You like Kirby?

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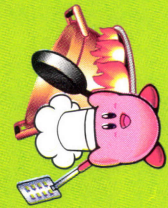




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This Kirby may carry a wand, but he ain't no fairy godmother.



Swords, bombs, boomerangs, hammers. This is some serious marshmallow carnage!

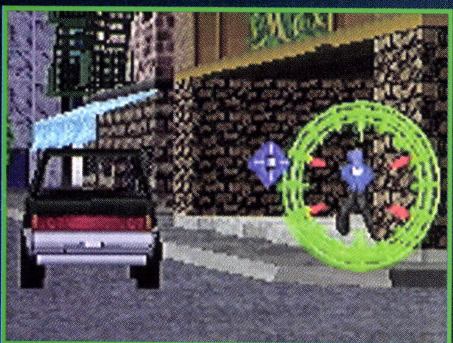
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## News

p08

It's still a month away for us, but in Japan, consumers have wiggled out over the release of the Nintendo 64, despite there being only three games available at launch. Other news from across the Pacific: TOSHINDEN URA will be hitting the Saturn. This and other Sega news that will truly shock! (Well....) If you demand more from your home entertainment center, Samsung has the answer. For the gamer with everything (and money to burn), we look at a TV specially made for video-game playing. From PlayStation land, Sony announces a price drop which has some staggering results. All this and the secret formula for Coca Cola in this month's new and improved news section. So read up—this way you'll be able to impress your friends with your bottomless video-game knowledge.



## Tips & Tricks

p22

Chief Crispy, our intrepid—some would say dapper—cheatmeister, has been slaving over a hot console to bring you the latest and greatest tips and tricks for the latest and greatest games around. This month, we have all sorts of cheats for the puzzle classic BAKU BAKU, as well as some much needed help on SKELETON WARRIORS. Fans of EARTH-WORM JIM 2 can check out some hot cheats, and GUNGRIFTON for Sega's Saturn is taken to pieces.



**Skeleton Warriors**  
**Baku Baku**  
**3D Lemmings**  
**Earthworm Jim 2**

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**GunGriffon**

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Plus: Battle Arena Toshinden 2,  
Cyber Speed and the zaniest Game  
Genie/Shark codes around.

## Soundboard

p18

We know how much you readers love celebrities, so we went out and got one of the biggest we could find to guest-answer some of your letters. This month, rapper extraordinaire and all-around super-phat dude, Vanilla Ice, will give his insightful thoughts on your video-game ramblings.



# First Look

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# Reviews

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All we've got this month are Saturn and PlayStation games. Good if you're a Saturn or PlayStation owner. Bad if you're not.

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# Sportswire

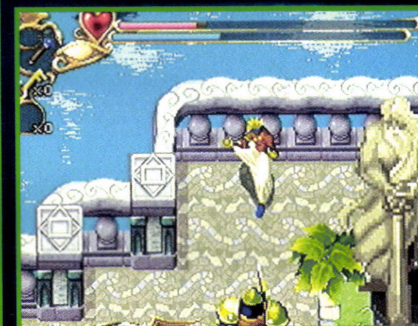
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For starters, Sony invites the press down to its studios for a little baseball with the Cards and Padres. We've also got some nice scouts on MSA and Crystal Dynamics' new baseball sims, as well as a couple of upcoming college titles. Then get the skinny on the newest Acclaim sports titles, like BIG HURT and V-TENNIS, and Sega's newest WSB for the Genesis. Also check out the picture of a scantily clad woman rumored to be the wife of one of our readers.

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# RPG Attack p70

The coolest RPG section in the country brings you the latest news available. This month highlights **LEGEND OF OASIS**, the massive sequel to the Genesis hit **BEYOND OASIS**. We review this big Saturn release and give you the full rundown. Also featured in the news is a new Enix RPG and other assorted goodies, including a new reader game giveaway!



# Free Pullouts p39

Free stuff? Free art that you can hang on your wall? Free images from the latest and greatest video games? It's true and it's awesome. This month, **THE INCREDIBLE HULK** and **IRON BLOOD** are the games on show.

# September 1996



# INPUT



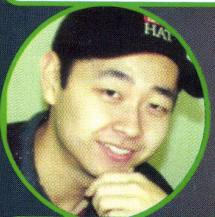
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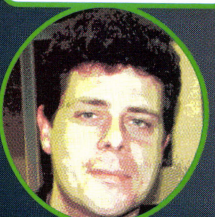
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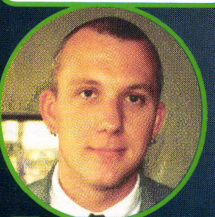
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Nataru Maruyama - Player Of The Year



John Patterson - Copy Editor



Kent Bancroft - Crayon Editor

# finally Mario Made it

**Nintendo launches the N64 at long last—and we like it.**

**T**here are very few things worth waiting for. In-and-Out Burgers, Christmas and concert tickets perhaps, but very little else. The Nintendo 64 has been a long time coming though, but guess what? It was worth the wait. We received our first machine in a frenzy of excitement, plugged in *Super Mario 64* and nearly lost our tiny minds.

From the remarkably silly title screen to the jaw-dropping secret levels, *Mario 64* is one of the most amazing things you'll

ever see on a TV screen. Although Nintendo's new console doesn't ship until September in the US, demand in Japan has already forced Nintendo to reappraise its manufacturing schedule.

Only 500,000 units shipped on June 23rd in Japan, with another half-million due to be built before Christmas. As far as we can tell, the first shipment has already sold out! The US will receive a similar shipment for September 30th and if Nintendo has done its homework properly, it'll sell out in no time at all.

But back to *Mario*! We'll bring you a full review of the game when we see the American version, but we have to tell

you right now, this looks like being quite simply the best game ever made. That's a claim that has been made a bunch of times in the past, but this time, it could very well be true.

Everything is supremely well implemented, from the stoopid title screen to the extremely silly noises Mario makes

throughout the game—all incredibly well put together.

As for the actual game, what at first appears to be simple and mindless fun soon proves to be challenging

on a scale you may never have encountered before. This game is tough.

*Pilotwings 64* is a good game, but kind of overshadowed by the diminutive Italian One. The gameplay and graphics are both of the quality you might expect from Nintendo, but getting people to turn off that *Mario* cart is tough. Yup, you may as well tell your parents now, you want a new console for Christmas, and now you don't know which one to buy. But use the following words: Sony, Sega, Nintendo. I think they'll understand.

—Frank O'Connor  
Editor-in-Chief

**“Oh my gosh, I think I filled my pants!”**

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# "STELLAR"

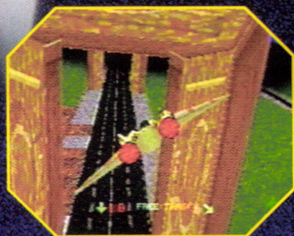
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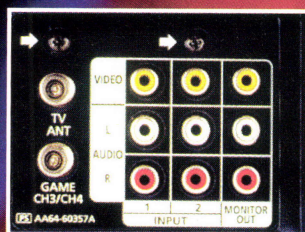
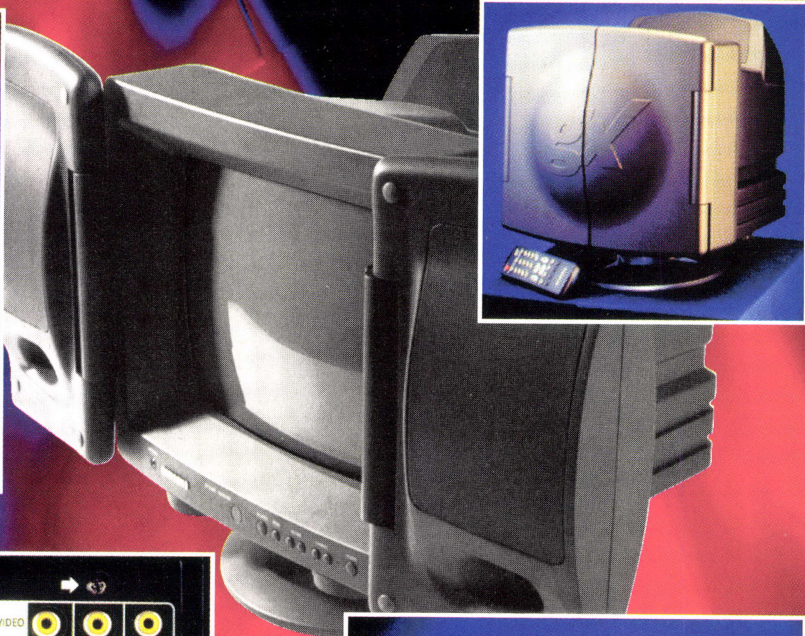
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# THE TV MADE ESPECIALLY FOR GAMERS LIKE YOU AND ME!

**S**amsung is releasing a new product called GXTV, a TV Monitor designed with the gaming enthusiast in mind. The 13-inch screen, ideal for close viewing/playing, has multiple audio-visual inputs with monitor-output option. The big selling point of the tube is its sound system, which is fairly obvious when you take a look at the TV. The two front speakers fold out and blast you with 21 watts of stereo surround sound, with additional pre-set sound settings to suit different games. Mounted on the back of the TV is the monstrous 15-watt Subwoofer which makes me all sweaty just thinking about it. The TV is on a monitor mount which swivels to match your view and doubles as a 181-channel stereo TV with built-in dbx Noise Reduction. Expect to see the unit at electronics retailers and certain game stores for a suggested retail price of \$349 around August or September. I want one...or two.



## NEW MORTAL KOMBAT MOVIE AND TV SHOW: HEADED YOUR WAY!

Fans of Mortal Kombat will be stoked, thrilled and elated to hear that work is underway on a brand new Mortal Kombat movie. Called "Mortal Kombat 2" the new movie should not be confused with the game of the same name - but probably will be. Good news is that all your favorite characters will return, including Shang Tsung, Goro and Lui Kang. We can't give away too much plot, but let's just say that the trouble is no longer confined to the Outworld.

Even bigger news is that a big budget, action-packed Mortal Kombat TV series is also in pre-production. Casting announcements have yet to be made, but the series will feature almost every character from the game, as well as a bunch of new ones written specifically for the TV show. More news next issue.

## TITUS IS AN N64 DEVELOPER

Titus Software has announced that it is an official N64 developer and will release its first title sometime in '97. There's no word yet on what that game will be, or even what type of game, but it will be an exclusive and won't appear on any other system for at least a year. Of course, since Titus claims that the game it's making has stunning 3D that can't be duplicated on any other home system, it seems to be a moot point.

## VIRGIN HAS A "BURST"

Virgin Interactive has announced the formation of a new in-house development team to be named Burst. This team has five titles planned for release, including *Spot Goes to Hollywood* (multi-systems) and *Freak Boy* for the N64. Burst will be developing titles for the PlayStation, Saturn, Nintendo 64, PC CD-ROM and Internet games. Let's hope for the best from Burst and pray it's not a Bust.

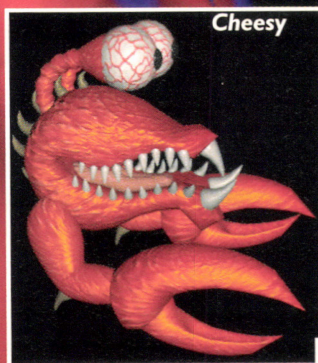


## SEGA LOVES THE MOVIES

Sega Gameworks has reached an agreement with the Cineplex Odeon Corporation to provide Cineplex theaters in the proposed location-based Game Centers developed by Sega Enterprises, Dreamworks SKG and MCA Inc. "By joining forces with Sega Gameworks, we have created a strategic relationship with what we believe to be the most important leading-edge participant in this evolving industry" says Allen Karp, president and chief executive Officer of Cineplex Odeon. "We view this agreement with Cineplex Odeon as an opportunity to forge a long-term and vital link with either one of the world's leading motion-picture theatre chains, particularly given its significant presence and planned expansion in key urban markets" commented Sega Gameworks' chief executive officer, Skip Paul. Sounds interesting, but can you hurry up and build these things already?

kinds of brain-teasing, finger-stretching fun. Although the PC version is the only one announced, expect a PlayStation version to follow.

## CHEESY GAMES ON PLAYSTATION!



Cheesy

rates 3D elements seen previously in games like *Clockwork Knight*, as well as specific 3D bonus sections. It looks like fun, but not as much fun as Z.

Z comes from the Bitmap Brothers, a

That's not to say they're bad games, but *Cheesy* is the title of Ocean's first platform game for the PlayStation. Featuring the antics of a renegade mouse in outer space (oh those zany game designers, where will their imaginations lead next?), *Cheesy* incorpo-

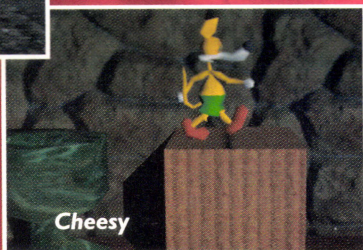


Cheesy

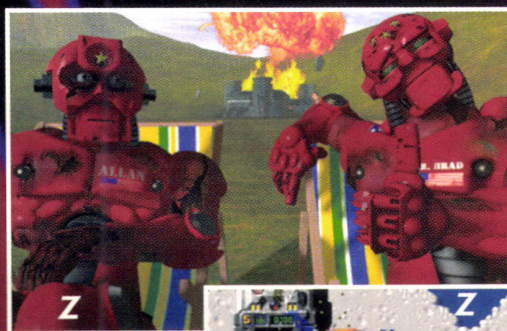


Cheesy

famous British programming team, and it's a mixture of genres. Strategy, management and action. All



Cheesy





# BLONDES?

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# OR BEASTS & BEHEMOTHS.

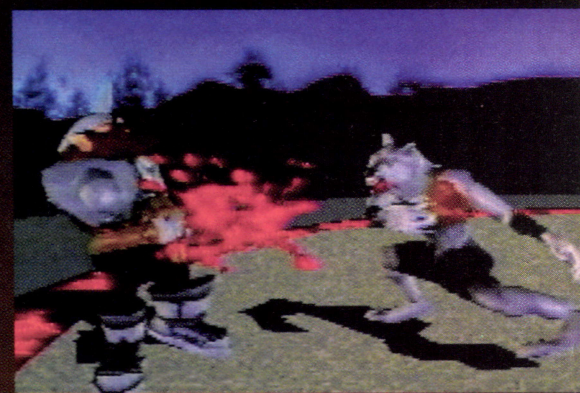
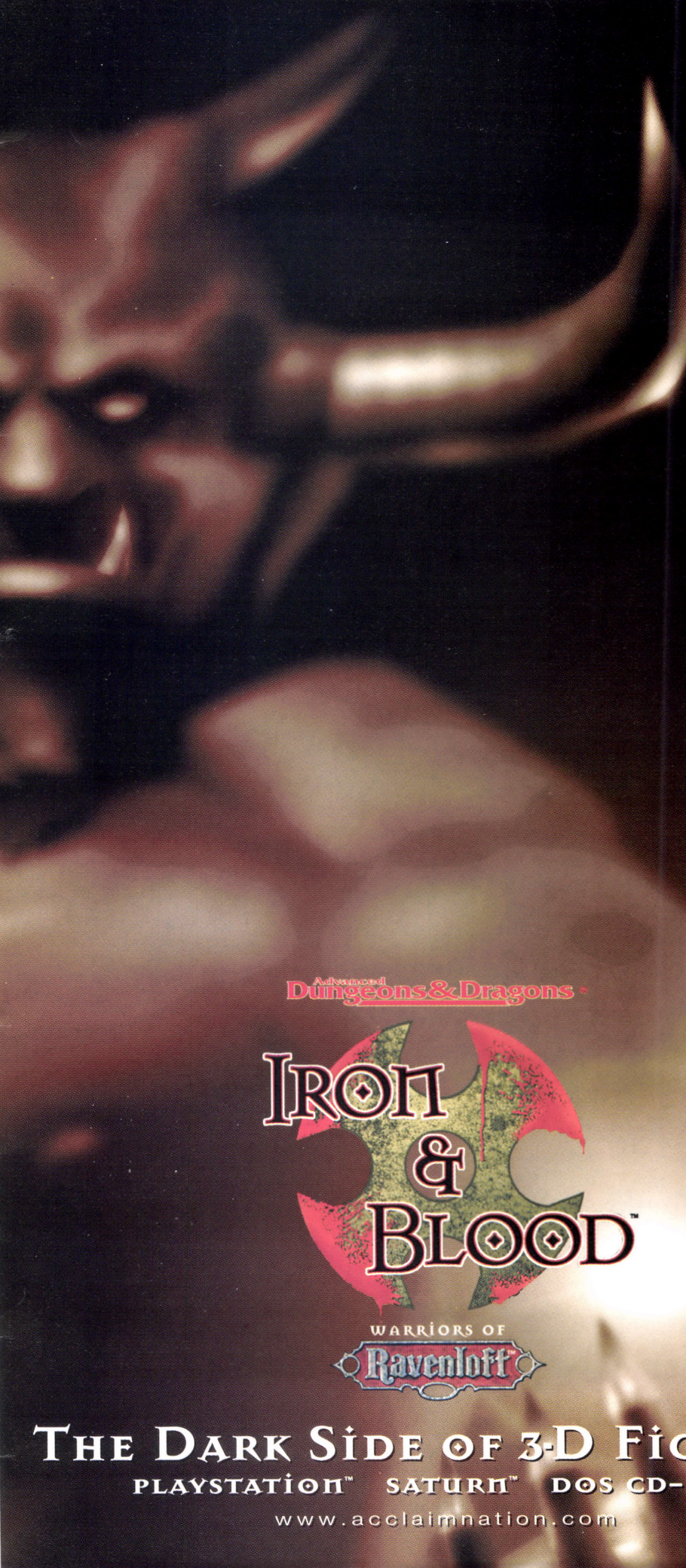
IS THAT A BABE  
IN LEOTARDS  
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OR IS IT A FLAMING FIEND  
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WHO WANTS HIS CLAWS  
IN YOUR CHARRED CORPSE?



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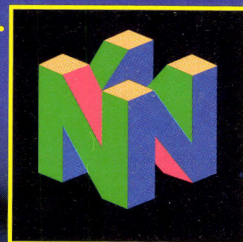
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# Nintendo 64



The launch of the Nintendo 64, after two years of waiting, was a massive media event. Only three games available and the darned thing still sold like hot-cakes. We bring you the full story from Japan.

# World!

## NINTENDO LAUNCH A HUGE SUCCESS

Picture this: On Sunday, June 23rd, Nintendo launched the N64 game console. Kids, adults, men and women lined up for hours to buy their new machines. Although 500,000 units were shipped, stocks were virtually sold out in two days.

Nintendo had planned that the N64 would be

the most successful game machine launch in history, and if sales keep up this momentum, it could well succeed. Although 80 percent of stocks were pre-booked, many stores offered the machine on a first-come, first-served basis. This led to big lines, lots of frustration, and a near riot outside an Akihabara toy store.

Tantrums, stamping feet and crying were rife, and that was just the adults. Statistically speaking, everyone who bought the machine also bought *Mario 64*. *Pilotwings 64* came a close second and the interminably tedious *Saikyo Habu Shohgi* came in last. Actually, it's a chess-type simulator and it's probably very good, but booooooooooring! So, go get a Nintendo 64 now. Well, in a month, anyway.

## IMAGINEER USES ITS IMAGINATION

Gigantic multi-corporation Imagineer appears to be among the most prolific potential publishers on the Nintendo 64. Three titles are currently nearing completion, all of them with a sports bias. First up is *Chou Kuukan Fighter Pro*, a baseball simulation featuring anti-aliased polygon characters and smooth motion-capture throughout. According to Imagineer, you will be able to recognize individual players by their motions. Sounds cool. The programming has been done by Genki, the people behind *Kileak: The Blood*.

After that, Imagineer hopes to bring you *Dynamite Soccer*. You guessed it—a soccer game, but again, polygons, anti-aliasing and all kinds of other shenanigans should ensure a fabulous game.

Perhaps the most exciting game in their line-up is *Multi-Racing*, a multi-player racing game featuring (literally) revolutionary joystick control. No more information available at this time, but we'll print it when we get it.





## KEMCO GETS KRAZY

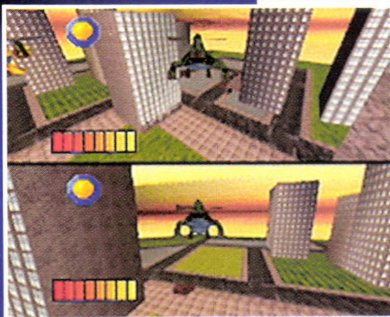
Blade and Barrel could be one of the hottest N64 games on the horizon. Although it's a relatively



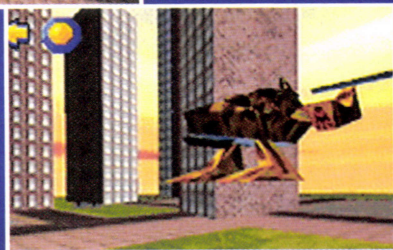
simple 3D shooter, the smooth graphics, awesome explosions and—get this—split-screen game-play should make this a two-player

treat of well-nigh epic proportions.

Early demos of the game show off the Nintendo 64's graphic potential, with super-fast, super-smooth and



super-solid buildings being moved effortlessly around the screen. A choice of choppers and weapons will add to the variety, and Kemco promises



that this will feature intense action never before seen in a 3D game. Nintendo's Starfox 64 should mount some strong competition there.



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# SaTurn



This month's news focuses on hot games from Japan that will make you drool with anticipation.

# pLaNEt!

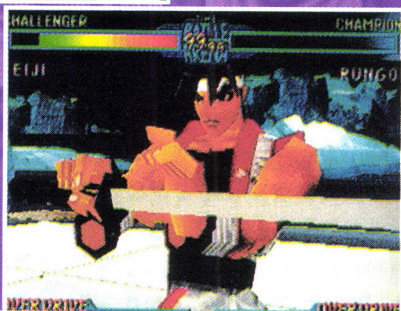
## TOSHINDEN "URA" IS COMING!

A brand-new Toshinden game is coming later this year for the Saturn, and it won't be a remix of Toshinden 2 for the PlayStation. Toshinden URA is



the beginning of a new series of Toshinden games made to take special advantage of the Saturn. That's not to say that URA

will be radically different from T2 on the PSX, but it will have different features. There will be no story mode in URA, but there will be 11 characters,



the main character in this game. "The U.R.A. stands for something and has nothing to do with the Japanese translation of that word," says the producer of the game. Once again, Takara is the developer

and Toshinden URA will be published by Sega.

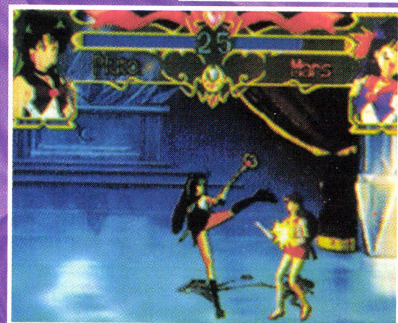


## SAILOR MOON LANDS ON THE SATURN

The lovable characters from the anime series are starring in their own fighting game. The characters are rendered and have the Killer Instinct digital look, with special attacks that take



advantage of the Saturn. With the cartoon series enjoying a bit of popularity here, we may see this game appear domestically.



## AM3'S LAST BRONX FOR THE ARCADE

The latest game from the prolific AM3 Sega arcade team is a (surprise...) 3D fighter. What distinguishes this game from the pack are the character designs, inspired by modern street-tough wear. The fighting



is weapon-based and appears to be Sega's answer to Namco's *Soul Edge*. The coin-op is set for a July release in Japan and



shortly afterwards over here. Fighting fans won't be disappointed and this should satisfy them until the imminent release of *Virtua Fighter 3* sometime in the fall or around Christmas.

## RETRO COLLECTIONS

Taito is releasing a CD of two of its classic coin-op driving games, *Chase HQ* and *S.C.I.*



Translations of these titles have appeared on various platforms, including the Genesis, SNES, and Gameboy.

While these games were fairly cutting-edge for their time, they hardly tax the Saturn hardware, but they're ideal for purists who want perfect versions of their cherished memories. Technosoft is also jumping on the wagon with *Thunder Force Gold Pack 1* and 2. *Gold Pack 1* features *Thunderforce 2* and *TF3*, while *Gold Pack 2* has *Thunderforce 4* (known as *Lightning Force* in the U.S.) and *Arcade Thunder Force*. Technosoft is also planning an update to its game *Reverthion* (Japan only), which involved robot monsters with human pilots fighting and shooting it out with each other. It is highly unlikely that the Taito or Technosoft game collections will be released here, but it's interesting to know.



## ATTENTION, FANS OF D

The follow-up is coming exclusively for the Saturn (see VG news, July), but if you want to play something similar come this September, the game for you is *Gekka mu gen tan Torico* (the U.S. name could be shortened to just *Torico*). This game is developed by Sega which must have thought *D* was a great game and had to have one, too. *Torico* looks even creepier than *D* and promises to pack an equally creepy punch.

# NICE PUNCH.

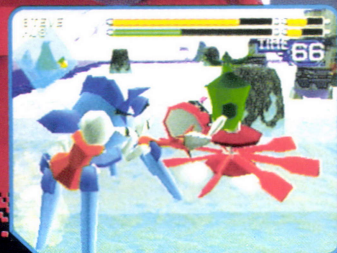
Unfortunately, he has an iron jaw (and a rocket launcher).

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# pLAYStaTiON



# tOwN!



after the awesome *ID4* movie, and Fox Interactive is already nearing completion of a video game based on the hit film.

Like the movie, the plot of the game is stoopidly simple. Blow up all the aliens and save the Earth. You do get the chance to use a bunch of cool fighters (including the enemy spacecraft), and best of all, the graphics are expected to fly by at a slick 30 frames per second. Expect the game to be as big as the movie.

## PLAYSTATION SALES TRIPLE

Since last month's 100-dollar drop in the PlayStation's price, sales have apparently tripled in all retail outlets (on average), thereby catapulting the PlayStation to US sales domination over Sega's competing console, the Saturn.

PlayStation software sales have increased too, with Sony's own games, including *Extreme Sports* and *NFL Gameday* simply flying off the shelves. This is great news

## INDEPENDENCE DAY!

Wow! the dust has hardly settled over the world

## BUDGET LABEL

Sony Japan is currently testing a cheap price point for older PlayStation games, especially those with sequels already on sale. Three games that we know about at the moment are *Toshinden*, *Ridge Racer* and *Arc The Lad*, all of which are currently retailing at the bargain-basement price of ¥2900. If this pricing policy is a success over in Japan, there's no reason why it shouldn't do equally well in the US. No word yet from Sony US about any such plans, but we'll keep our fingers crossed. And in case you're wondering, ¥2900 works out to approximately \$30—a bargain.

# INSIDE

# INDEPENDENCE DAY



# NEW GENERATION LOOKS GOOD



Psygnosis is putting the final tweakage on its new generation of games. The two hottest titles are both sequels.

WipeOut XL is looking even better than the first game, and Destruction Derby 2 looks like a Daytona-killer!

Both feature massively improved graphics (as if that were possible) and enhanced gameplay features. However, rumors abound that Psygnosis will be bought by Acclaim, making the latter the most formidable game software publisher on Earth.





# SOUNDBOARD

**BIG DADDY** loves to hear from all you gaming nuts out there, while guest letter-answerer Vanilla Ice wants another record deal. Send your letters to:  
SOUNDBOARD  
c/o VIDEOGAMES Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211

Welcome to another wild and wacky edition of the most interesting letters section in all of gamedom. This month, the Big Daddy plays host to Vanilla Ice, who will personally answer some of your letters (You'll be able to tell which ones). The Big Daddy has been cruisin' around looking for new arcade games and is feverishly playing *NBA Hangtime* and *Soul Edge* version II. He wonders what everyone else around the country is playing.



The Big Daddy also loves all the artwork coming in, but needs more! So send us your art—and try not to fold it, so it'll look nice when we print it. And remember, the Big Daddy loves you.

## ANOTHER SLOBBERING FANBOY

Dear Betty,  
I think you look good virtualized, but I want to know what you really look like. So can you please send me a picture of you? That Mark Coleson guy—who

asked you if you slept nude—really got on my nerves. What a nerve that kid had! So how about that picture? What kind of music do you listen to? I listen to everything but country. (It sucks @!:#).

—Adam H.  
Plainfield, IL

Betty sez:

*You can see a picture of me every month in the masthead for Tips & Tricks magazine! I like all kinds of music, but lately I've been listening to Underworld, Nina Simone, Too Short, The Upsetters, and George Michael. I like the new video for Fast Love.*

## ILLIN' FOR 16-BIT

Dear Frank,  
I recently read your statement in *VIDEOGAMES* magazine (Input), entitled "Suicide isn't Painless."

This article made me think you could possibly help my husband and I. We are avid gamers. We have three systems: Sega Masters (don't laugh), Sega Genesis, and SNES. We know there are still many games left for these dinosaurs—they are young and healthy systems. Before we extend our systems collection with a new purchase, we'd like to be able to purchase these older games first. If you have any information, it would be deeply appreciated. We play our games for months at a time, so RPGs and the like are our favorite genre. We purchase our systems according to the available number of this type of game, so as to get the best mileage out of our system and the best entertainment. We're an older couple in our 30s and 40s.

Thanks,

—Dena Miller  
Sacramento, CA

Yo, Frank, let me field this question. If you ain't ready to let go of those illin' systems—that's cool—but let me extend a helping hand. There are some really dope games for both the SNES and Genesis. A good Genesis RPG is *Shadowrunner*; it's supercharged with the stoopid juice. It'll keep you playing for weeks because, after you finish the game, you can still be a cyberracker. For the

SNES, I play *Might & Magic 3*. This game is one of the smartest RPGs I ever played. If you want to know where to get these games used, try your local EB or video store. And while you're at the video store you can check out my movie, *Cool As Ice*.

## LETTER OF THE MONTH

This month's pick is from Gregory Rohn who vents his frustration.

## NO RESPECT FOR THE SATURN

Dear VIDEOGAMES,  
What's the deal with retailers dogging Saturn? I was at the mall and decided to check out the games at Kay-Bee Toys. I was surprised to find GB, GG, SNES, GEN, 32X, SCD, and PSX—but no Saturn. I asked the manager about Saturn, and her reply was, "Saturn just hasn't caught on. We only carry games for the top systems." To this I replied, "Top systems? 32X and SCD have been laid to rest—are they top systems?" She looked



Chris Leake





a little confused and said, "We get new games for 32X and SCD all the time." I said, "How? They no longer make them." With an authoritative and pained look she said, "I'm sorry, I don't know where you get your info from, but it's wrong." Angered, I thought I would swing by EB. I was

greeted by a large poster "EB and Sony present PSX Game Club: Buy two games and get a third for 50% off." So I asked the manager if they had a Saturn Club, she said, "No, Sega just doesn't have the kind of money to support their system the way Sony does." Whatever! I asked her if she had a release date for

*Wrestlemania*, and she said, "That's out already for PSX." "No, for Saturn." "I didn't know that it was coming out for Saturn." "How about *Alien Trilogy*?" "That's a PSX game." I point to a Saturn box for *Alien* that says, "Coming Soon!" "Oh, I didn't know." "How about *Die Hard Trilogy*?" "Wow, I didn't know..."

Whatever! Stressed out, I decided to try an old standby, Toys-R-Us. As I walk down the game aisle, I see a PSX with *Warhawk* running, I look around; no Saturn. Once again, I ask the manager, "Why no Saturn?" The manager said, "It kept breaking down." I don't know how many people noticed this before, but at Toys-R-Us, the PSX has front-mounted controllers, whereas the Saturn had a cup or slot to hold the controller. Since its controller isn't front-mounted and has a nine-foot cord, if you miss the cup, the controller hits the floor and eventually breaks. Many times I would see dangling, broken controllers while the game demo plays fine. I explained this to the manager and he said, "I wasn't aware of any controller problems." Whatever! I could go on, but my list is so long. In conclusion, with this kind of retail support I'm amazed that Saturn isn't Number One all over the world. Ha! I don't understand the prejudice, I get just as much, if not more, fun out of my Saturn as my friends do with their PSXs. Retailers, lighten up, I'm gonna have a stroke!



Roy Ropley

—Gregory Rohn  
Tampa, FL

*The Big Daddy is a fan of the Saturn and is also deeply concerned about poor retailer support. You can't totally blame retailers, because they want to avoid another débâcle like the 3DO,*

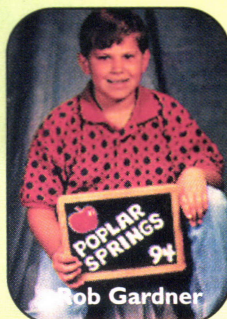
*Jaguar and 32X. They lost a lot of money on those and are eager to pull the plug on any perceived poor performers.*

*The best thing to do is to give your support to those retailers who support you and the system you own.*

## NINTENDO CAN STUFF IT!

Dear VIDEOGAMES,

I've been a Sega Saturn owner since June of 1995 and have been very satisfied with it. I had been planning on purchasing a Nintendo 64 when it was released on September 30, 1996, but recently changed my mind. I'd like to tell you why. While shopping in Electronics Boutique the other day, I noticed that both the Saturn's and the PlayStation's prices had dropped to \$199. I asked them about the Nintendo 64 and I was told that it would cost \$249 and wouldn't include a game. *Super Mario 64* would cost about \$70, according to them. As I looked at the selection of PlayStation games, I noticed that there were close to 100 games available and that very few of them were priced at over \$50. I started to think to myself, "Do I really want *Super Mario 64* that badly?" In addition, the bulky drive for the Nintendo 64 will probably cost over \$100. All this makes the Nintendo 64 a very expensive system. I went home that night and thought about my options, which were as follows: Wait and buy the Nintendo 64 and some \$70 to \$80 cartridges, or buy a



Rob Gardner



Sony PlayStation now, and maybe buy the Nintendo 64 in a year or two, when the price comes down. Well, I went ahead and purchased the PlayStation for \$199, plus several games for it, including *NBA Live '96* and *Toshinden 2*—for \$37.99 on sale. Needless to say, I'm very happy with my decision. I not only saved quite a bit of money but have been playing a terrific game system.

What I'm trying to say is that, at \$249, Nintendo's new system isn't the great bargain it seemed when it was announced a year or two ago, especially considering the cost of the cartridges in relation to that of Saturn and PlayStation CDs. While the Nintendo 64 may be a great system, it's going to be very expensive to accumulate a library of games. *Super Mario 64* may look great but it's still only one game (and an expensive one, at that). I've made my decision to go with the PlayStation, and several of my friends are in the process of deciding the same thing. Now, with both a PlayStation and a Saturn, I can look forward to numerous good games at reasonable prices. After all, I'd rather purchase two Sony or Sega games for the price of one Nintendo 64 game.

—Jeffrey Kramer  
Sunrise, FL

*Well Jeff, I'm sure there are plenty of people out there who'd rather have Mario 64 than three PSX or Saturn games. It sounds like you made the right decision for yourself. It's*



up to other gamers out there to figure out what they'll be happy with, and what they can afford. The Big Daddy thinks you're a wise man, but the Ice man guy thinks you're an idiot. Just another half-steppin' fool who won't be able to buy the N64.

## I'M FULL OF IT

Dear VIDEOGAMES,  
I'm full of ideas for making video games, but I don't know how to make them. How can I? And how do I sell my ideas to companies? I really want to make video games. I have fun just drawing pictures of parts of them.

—David Neagoy

Yo, yo, David, check this out. Just go out and do it, little man. I, too, found myself in the very same sitch a few years back. I had all of these ideas for fresh dance moves and dope lyrics, but didn't have the DJ to lay down the funky beat for me. I was illin'. So I decided to McGuyver and work that crazy riff myself. Look what happened: I became an international rappin' megastar with my very own ladies and movie. It was the bomb. Word to the wise, though, fella. When buying stuff with your newly acquired green, don't lease everything, because you'll end up broke workin' the professional moto-cross circuit.

## I LIKE WEIRD AL

Dear VIDEOGAMES,  
Will N64 have a pack-in, what will it be, and will it raise the reported \$250 price? Any news about new developments for the Super NES? Do you have any info on whether MK4 will come to exist? In the June '96 issue, you featured stage three-out-of-five pictures from *Virtual Fighter 3*; do you have any pictures of higher developments? How many bits will PSX 2 and 3 have? Will you be able to play games from older ones on newer ones (a PSX game on a PSX3, for instance)?

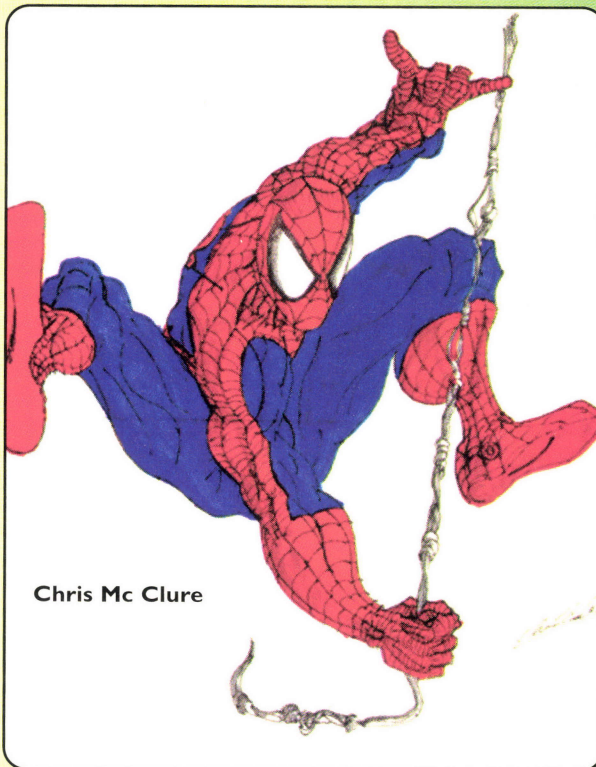
Does Sega have any plans to release new Saturn peripherals? What happened to Gabe's Dream Game Gallery? To end with, I'd like to ask the staff at VG what your views are on the following: Taxes, the possibility of 128-bit systems, The

Game Shark, "Weird Al"

Yankovic and those little ketchup packets you get at restaurants. Honored by the chance to be known by the higher beings at VG Magazine,

—Oskar Horyd  
Troy, MI

That's a lot of questions, so here goes: No pack-in is planned for the N64, and it's highly unlikely that the price will go up. The biggest news for the SNES is a version of SF Alpha which includes all the characters from Alpha 2. No new MK4 info. More VF3 scenes will appear soon. PSX 2 and 3 are figments of your imagination, but they might be 64-bits. Who knows? New Saturn peripherals include the Net-link and mouse. Gabe took his Dream Gallery with him and won't give it back. We hate taxes, but pay



Chris Mc Clure

them. 128-bit systems won't come out before the end of the world. The Game Shark is cool. Weird Al is one of Big Daddy's all-time favorite performers and is still going strong today. Those ketchup packets never have enough ketchup in 'em, so sneak in a bottle of your favorite brand.

## MK DIS

Dear VIDEOGAMES,  
I was at a video arcade recently, watching some guy play *Ultimate MK3* when I saw him do a really cool move for Kano. I thought it was really neat so I asked him how he did it, but he just looked at me and snickered, then walked off. I JUST HATE IT WHEN PEOPLE DO THAT!

—Jonathan Zang  
Ann Arbor, MI

I hear what you're saying, little man. He shouldn't have dissed you like that. Remember, though, the fact that he knows how to do that means he spends too much time playing MK3 and not enough time chasin' da booty. Let's see how much that helps him bust a move with the ladies.

## DIGGIN' DA REMIX

Dear VIDEOGAMES,  
I am probably buying a Sega Saturn. The game I want to buy is *Battle Arena Toshinden REMIX*. I want to know if it has really good graphics? Does it have blood



Stephanie Chateow



and gore? Please, please, put this in your magazine!

—Neal Brace  
Saline, MI

Where you at? Battle Arena Toshinden has story mode and a new character, but worse graphics than its PlayStation counterpart. There ain't no blood, neither. It is, however, three minutes longer, with some extra funky beats; good for when you're poppin' dope moves on the dance floor.

## SHALOM FROM BOULDER

Dear VIDEOGAMES,

I would like to know if you guys (and gals) could send me a picture of the whole VG staff, please.

P.S. Tell Betty I said hi! You guys rule!

P.P.S. This may sound stupid but are any of you VG members Jewish? Cause I am! Oy Vay!

—Gabe Bakst (It's Russian)  
Boulder, CO

Word, Gabe. Da boys at VIDEOGAMES don't give out pictures. I do, though, and if you really want one I'll send it to you. I have stacks of them in my apartment left over from my tour back in '93. I'm sorry to say

that VG has no Jewish writers. They're all gentiles and one druid.

## WHO STOLE THE SMOKE?

Dear VIDEOGAMES,

I don't know how Smoke got turned into a robot. Will you tell me?

—Michael J. Kelley  
Laurel, MD

C'mon Michael! Everyone knows you're responsible for the Smoke/Robot thing, so don't try playing dumb. We were going to keep your little secret, but you've blown your own cover, buddy!

## I'M A SELFISH PLAY-STATION OWNER

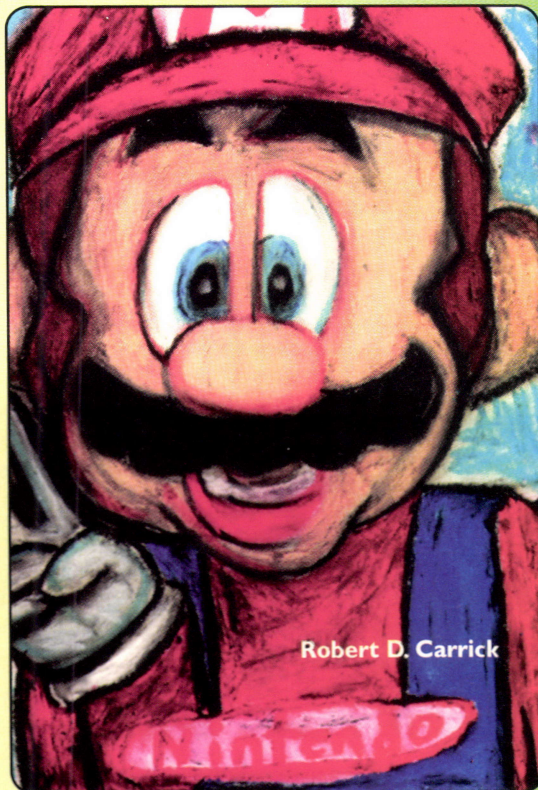
Dear VIDEOGAMES,

I'm a PSX owner, and I'm pissed! I'm pissed that they converted Wipeout from the PlayStation to the Saturn. What the hell did they do that for?! Wipeout should be on the PlayStation only. Not that damn piece of crap Saturn. I read that they might convert Destruction Derby too. If they do, I'll be even more pissed. Please tell me they're not doing that to DD, or any other game.

P.S. Ask the VG guys (and gals) which they prefer: PlayStation or Saturn?

—Stephen Crockett  
Courtland, VA

You man, chill out. What did Saturn ever do to you? Did it ever steal your woman? No. Did it help undermine your career and refuse to air your video? No. Did it



Robert D. Carrick

ever cast you out penniless with a bad hair-cut and force you to race quads in Florida? No. So stop illin', you brat and go out and buy my movie, Cool As Ice. As far as which system the VG staff prefer, they like 'em both. I however, like the 3DO, so drop the zero and get with the hero.

## ULTRA X-GUY

Dear VIDEOGAMES,

I have a few questions for your staff. First, I'd like to know what keeps your staff going on the job? Secondly, is it just me, or is it true that the more we read about the Ultra 64, the more we dislike it because of how many times its launch-date has been postponed? And I'd also like to know if any of you at VG magazine like the X-Men? I would also like to know your honest opinions on my artwork, and would like you to print it.

—Robert D. Carrick  
Cleveland, OH

Our staff are kept "going" on a diet of coffee (from Evil Viktor's House of Dirt) and bran muffins. Secondly, nobody is sick of N64 on account of the pant-filling excitement that surrounds this new console. We all like X-Men except Higgins, who says it's not "sporty" enough for his tastes. Your artwork is very nice, I'm sure, we'll hang it on the wall and call it "Bob."



Robert D. Carrick



# TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



## Ultimate Kombat Codes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Code" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the **A**, **B**, **C**, **X**, **Y** and **Z** buttons quickly before the timer expires:

Mileena (700-723): Press **X** seven times, **A** seven times, **B** twice and **C** three times.

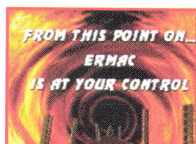
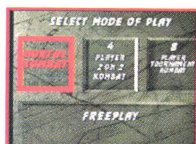
Ermac (964-240): Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times.

Classic Sub-Zero (760-520): Press **X** seven times, **Y** six times, **A** five times and **B** twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen!

## Free Play

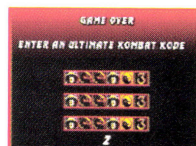
To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish!



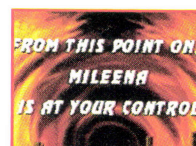
Quickly press **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**.

Now you can continue as many times as you like, 'cause you're in "Free Play" mode!

...to unlock the mystical red ninja named Ermac.



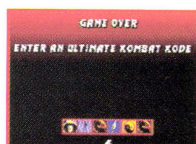
Press **X** seven times, **A** seven times, **B** twice and **C** three times...



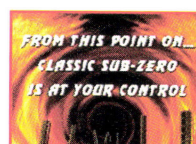
...to make Mileena available as a playable character.



Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times...



Press **X** seven times, **Y** six times, **A** five times and **B** twice...



...to free Classic Sub-Zero from his secret hiding place.



You'll find these fighters at the character-select menu!!

## HINT HOTLINES!

Are you still having trouble with your favorite game? Well, VIDEOGAMES doesn't give out tips over the phone—but here is a list of people who do:

### Nintendo of America Inc.

**(206) 885-PLAY**  
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)  
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)  
COST: Standard long-distance rates to Redmond, Washington, apply.  
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

### Sega of America Inc.

**(415) 591-PLAY**  
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week  
COST: Standard long-distance rates to Redwood City, California, apply.  
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

### Atari Corp.

**(900) 737-ATARI**  
HOURS: 24 hours a day, 7 days a week  
COST: 95¢ per minute  
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

### Turbo Technologies Inc.

**(310) 337-6916**  
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)  
COST: Standard long-distance rates to Los Angeles, California, apply.  
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

### Electronic Arts

**(900) 288-HINT**  
HOURS: 24 hours a day, seven days a week  
COST: 95¢ for the first minute, 75¢ each additional minute  
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

### U.S. Gold (Flashback Gameline)

**(900) 288-GAME**  
HOURS: 24 hours a day, seven days a week  
COST: 85¢ per minute  
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

### Data East

**(800) 4545-HELP**  
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance  
COST: 95¢ for the first minute, 75¢ each additional minute  
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for plenty of other Data East titles.



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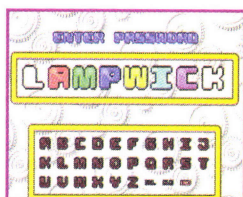




PLAYSTATION

## Stage Select

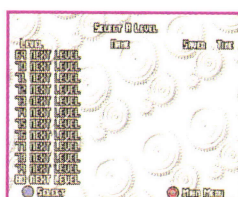
To start at any stage in *3D Lemmings*, choose "Codes" from the main menu and enter the password "LAMPWICK." Highlight "End" and press **X**; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game!



Enter the password "LAMPWICK."



Choose a difficulty level, then select "Play."



A stage-select menu will appear.



Now you can start at any level in the game!

## Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords:

SPACEAAA—Space movie  
EGYPTAAA—Egyptian movie  
ARMYAAAA—Army movie  
MAZEAAAA—Ending sequence

When you highlight "End" and press **X**, the scene you selected will appear.



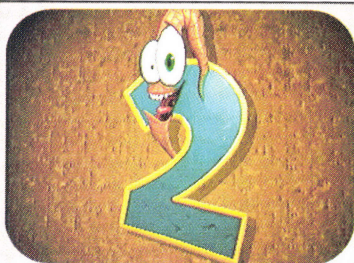
Enter one of the passwords as shown.



You can watch any of the game's animated movies.



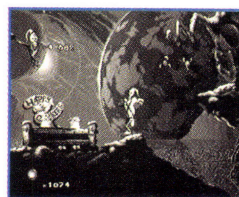
Enter the password "MAZEAAAA" to see the ending!



SATURN

## Infinite Lives

In the Saturn version of *Earthworm Jim 2*, press **START** to pause the game at any time, then press **Y, A, Right, Down, Down, A, Left, Right**. When you press **START** again to return to the game, you'll find that your life counter has jumped to nine! Repeat this code whenever necessary to keep your lives maxed out.



Press **START** to pause, then press **Y, A, Right, Down, Down, A, Left, Right**.



When you unpause, you'll see that your life counter has been maxed out at nine.

## Infinite Energy

At any time during the game, press **START** to pause, then press **Left, A, Z, Y, Down, A, Y, Down**. When you press **START** again to return to the game, you'll find that your energy meter has jumped to 100%! Repeat this code whenever necessary to keep your health maxed out.



Press **START** to pause, then press **Left, A, Z, Y, Down, A, Y, Down**.



When you unpause, you'll see that your energy meter has been maxed out at 100%.



# "STRIKER 96 EATS FIFA '96 FOR BREAKFAST!"

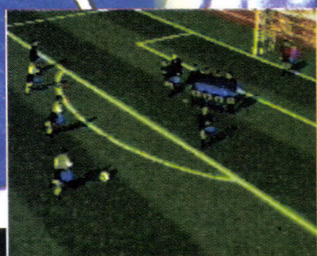
- GAMEFAN

## "...STRIKER 96 WILL GRAB YOU AND DEMAND THAT YOU PLAY IT SOME MORE."

- GAMEPRO U.K.

## "ACCLAIM HAS A WINNER WITH STRIKER 96."

- GAMEFAN



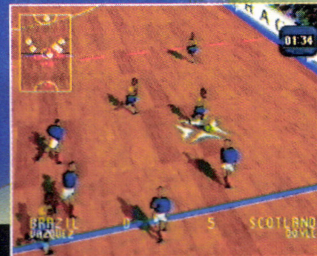
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# STRIKER 96™

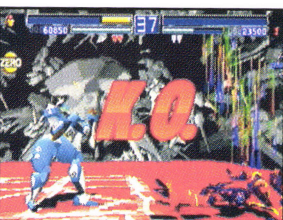


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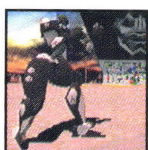
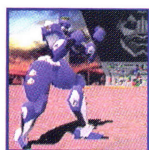




First, beat the one-player game with any character



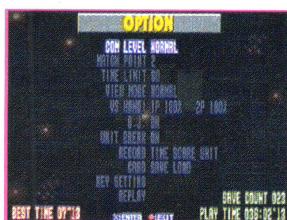
On your next game, hold **SELECT** and press any button to pick your character.



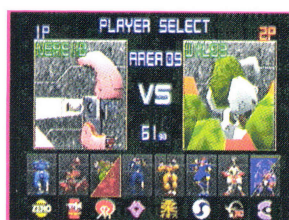
Use different buttons to choose from any of eight different color variations.

## Ring Select

Check the Option menu to find out how many hours you've spent playing the game. When the total is over 30 hours, a new "Area" option will appear in the middle of the character-select screen in "Vs. Play" mode. Now you can choose which stage you want to fight in; just press **Down** repeatedly to cycle through the Area numbers.



Play until your total time is over 30 hours.



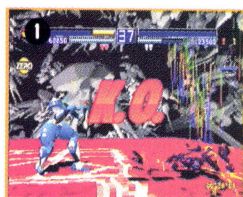
You'll get an area-select menu at the two-player character-select screen.



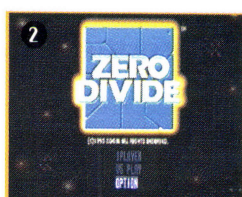
You can even choose to fight in XTAL's crazy palace!

## Secret Comic Strip

To do this trick, you must beat the game in "Easy" mode without using any continues. (Note that we didn't say "Easy Mode or better"; that is, even if you've won the game at a higher difficulty setting, you must specifically win in "Easy" mode for this trick to work.) Once you've done this, highlight "Option" at the title screen, grab Controller 2 and hold **L1+L2+R1+R2+SELECT** and press **START**. You'll see a title screen that says "Digital Neco Manga"; it's a comic strip starring Zero and the game's secret hidden character, Neco. Press **START** on Controller 2 to advance from one frame to the next.



Beat the game in "Easy" mode without using any continues.



Now highlight "Option" and hold **L1+L2+R1+R2+SELECT+START** on Controller 2.



You'll see the hidden Neco comic strip!



Unfortunately, it's all in Japanese, so you might not be able to understand it.

## Boss Character: ZULU

To play as the boss character, ZULU, you must beat the game in one-player mode with all eight characters, one at a time, at any difficulty setting. Once you've done this, ZULU will appear on the character-select menu in both one-player and two-player modes.



Beat the game with all eight characters at any difficulty setting.



Now ZULU is a playable character in one-player or two-player mode.



## Boss Character: XTAL

To fight the big-brained boss character, XTAL, you must beat the game in one-player mode without using any continues. After you defeat ZULU, you will face XTAL in the battle of the century! To play as XTAL, you must beat the game at the "Normal" or "Hard" difficulty settings without using any continues, then defeat XTAL when he appears, also without using any continues. Once you've done this, XTAL will appear at the character-select menu in one-player or two-player mode.



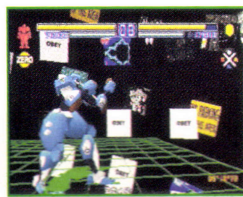
Beat the game without using any continues.



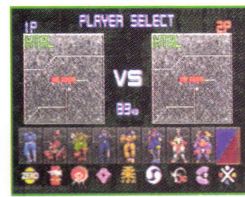
After you beat ZULU, you'll see this scary sight at the map screen.



It's the big-brained boss with the fruity voice: XTAL!



Try to play on "Normal" or "Hard" and get all the way through XTAL without continuing.



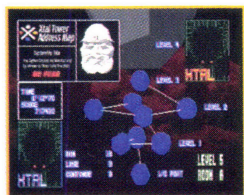
If you do this, you'll be able to pick XTAL in one-player or two-player mode!

## Secret Character: NECO

To fight the secret cat character, NECO, you must first be able to play the game as XTAL (see above.) Choose XTAL and play through the game in one-player mode without using any continues. After you defeat ZULU, the XTAL logo will come in from the top of the map screen. When this happens, hold **L1+L2+R1+R2+SELECT** and press **START**. When the next battle begins, you will be fighting against NECO instead of XTAL! To play as NECO, you must play as XTAL or ZULU and beat the game at the "Normal" or "Hard" difficulty settings without using any continues. Once you've done this, NECO will appear at the character-select menu in one-player or two-player mode.



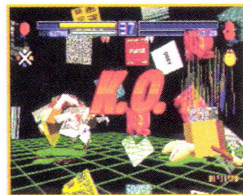
Choose XTAL and play through the game on "Normal" or "Hard" without using any continues.



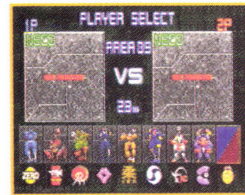
When the XTAL logo appears on the map screen, hold **L1+L2+R1+R2+SELECT** and press **START**.



You'll be fighting in XTAL's stage against the crazy cat, NECO!



Try to play on "Normal" or "Hard" and beat the game as ZULU or XTAL without continuing.



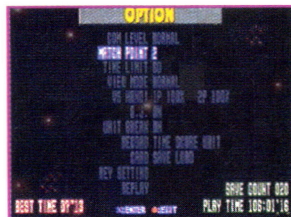
If you do this, you'll be able to pick NECO in one-player or two-player mode!

## Flat-Shaded Turbo Mode

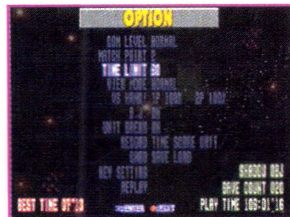
Here's the coolest Zero Divide cheat of them all! It has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise! The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.



To do the trick, you need to perform a five-hit combo and get your play time over 100 hours.



Now highlight "Match Point", hold **L1+L2+R1+R2** and press **Down**.



You'll see the words "Shadow Obj" appear just above the save counter.



Now the polygons are simplified and the action is incredibly fast!



# TIPS & TRICKS

## Disable Targeting Cursor

At the main title screen—while the words “Press Start Button” are on the screen—quickly press **Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor.



Quickly press **Left, Right, C, A, START**.



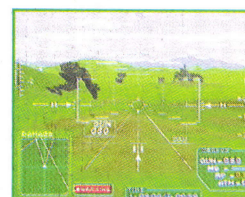
Now it's harder to lock on to your enemies.

## Disable Radar

At the main title screen—while the words “Press Start Button” are on the screen—quickly press **B, B, B, Down, C, START**. This makes the game more difficult by disabling your mech's radar systems.



Quickly press **B, B, B, Down, C, START**.



Now your enemies will not appear on the radar.

## Hard Mode

At the main title screen—while the words “Press Start Button” are on the screen—quickly press **Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively.



Quickly press **Down, C, C, A, START**.



Now your enemies will attack you more aggressively.

## Infinite Jumping Ability

At the main title screen—while the words “Press Start Button” are on the screen—quickly press **Up, Right, Down, Left, Z, START**. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.



Quickly press **Up, Right, Down, Left, Z, START**.



Now you can jump whenever you want to.

## Infinite Ammunition

At the main title screen—while the words “Press Start Button” are on the screen—quickly press **B, B, B, C, START**. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining no matter how many times you fire.

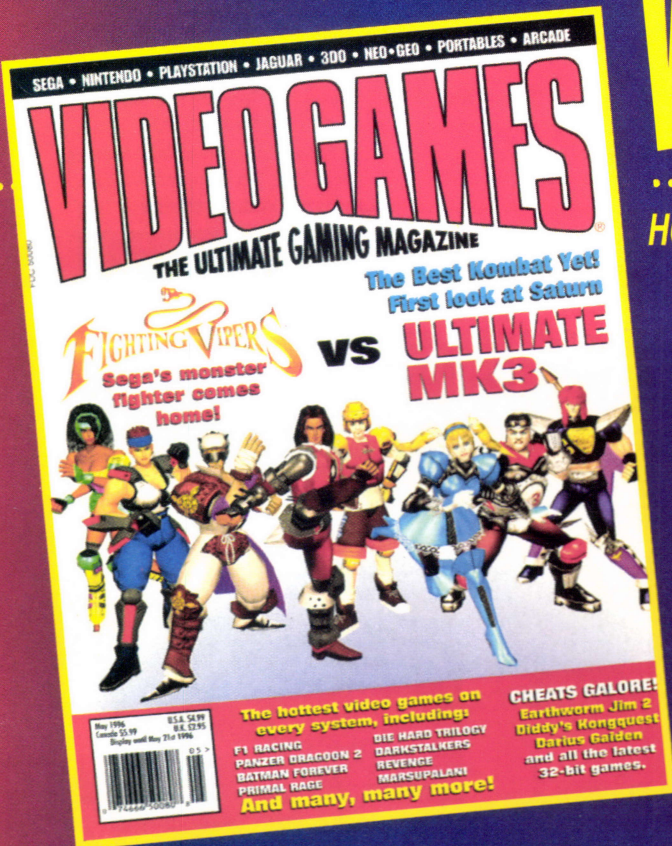


Quickly press **B, B, B, C, START**.



Now you have infinite ammo.





# VIDEO GAMES

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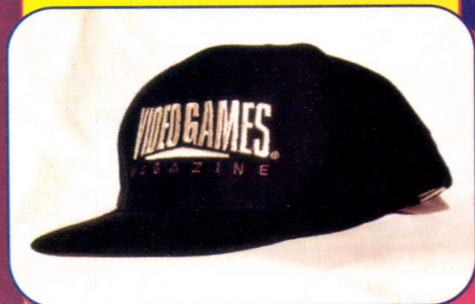
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# TIPS & TRICKS



Spell "Bacu Bacu" by pressing  
**B, A, C, Up, B, A, C, Up**

## League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode." This mode is so top-secret that even Sega must not have known about it, because nobody bothered to translate the Japanese text to English!



Now you can choose the top-secret League Mode!



Here are rough translations of what the menu items say at the League Mode screen:

## Game Start

Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you haven't registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu."



Choose which players will be competing.



Let the action begin!



Pick a level just like in the two-player "vs." mode

## Name Entry

Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the English alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done."

Enter your name at this menu to register for League Mode play. Click the "ABC" icon...



The winner gets to chalk up a victory in the league standings

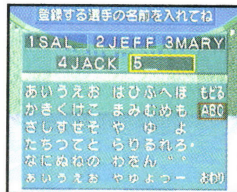
Congratulations!



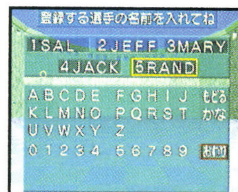
## Delete Name

Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes."

To delete a player from the League Mode registry, highlight the name and press **A** or **C**.



...to change the characters to more familiar letters.



When this confirmation menu appears, press **Up** to choose the icon which confirms the deletion.



## View Records

Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each player.

Check this screen to see the league standings, based on your winning percentage.



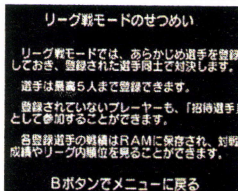
Press **A** or **C** to see your win/loss records against each player.



## Return to Main Menu

The next-to-last menu item brings up a quick description of how the League Mode works. There's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

This is a simple text screen that explains how the League Mode works.





## Invincibility

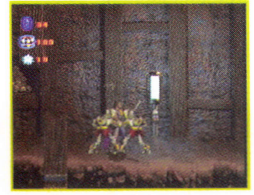
*Skeleton Warriors* is not a tough game, but if you're really lazy and just want to breeze through it, try this top-secret cheat. At any time during the game, press **START** to pause, then press **Down**, **○**, **□**, **Up**, **×**. When you press **START** again to return to the game, you'll find that your character has become a ghostly, semi-transparent figure. Now you can walk around and hack and slash your enemies at will because they can't touch you!



Press **START** to pause, then press **Down**, **○**, **□**, **Up**, **×**.



When you un-pause, you'll be able to see through your character.



You're not completely invisible, but you are completely invincible!

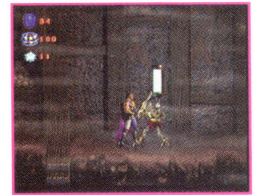
## Invincibility

If you're a Saturn owner, don't feel left out 'cause we've got *Skeleton Warriors* codes for you, too. At any time during the game, press **START** to pause, then press **C**, **Right**, **A**, **Z**, **Y**, **Left**, **A**, **Right**, **Down**, **B**, **A**, **B**, **Y** ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

Press **START** to pause, then press **C**, **Right**, **A**, **Z**, **Y**, **Left**, **A**, **Right**, **Down**, **B**, **A**, **B**, **Y**.



When you un-pause, you'll be able to see through your character 'cause you're invincible!



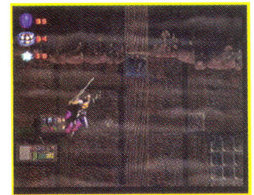
## Infinite Lives

At any time during the game, press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Left**, **Down**, **Right**, **Y**, **Up** ("bad bald Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives!

Press **START** to pause, then press **B**, **A**, **Down**, **B**, **A**, **Left**, **Down**, **Right**, **Y**, **Up**.



When you un-pause, you'll have 99 lives in reserve!



## Infinite Crystals

At any time during the game, press **START** to pause, then press **Left**, **A**, **Z**, **Y**, **C**, **Right**, **A**, **B**, **B**, **Y**, **Down**, **A**, **Down**, **Down**, **Y** ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Press **START** to pause, then press **Left**, **A**, **Z**, **Y**, **C**, **Right**, **A**, **B**, **B**, **Y**, **Down**, **A**, **Down**, **Down**, **Y**.



When you un-pause, you'll have an infinite supply of crystals for energy blast ammunition!



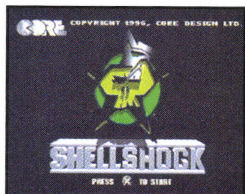


# TIPS & TRICKS



## Cheat Menu

If you want to crack open the secrets of *Shellshock*, just access the main title screen and press **Up, Down, Left, Right, Down, Down, Right, Right, □**. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below! Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.



Press **Up, Down, Left, Right, Down, Down, Right, Right, □**



You'll find this top-secret cheat menu!



Use it to watch all of the game's video scenes.



It also has full-on sound test options.

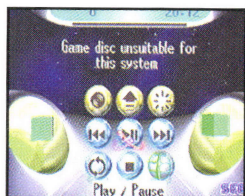


The best part is that you can start at any stage!

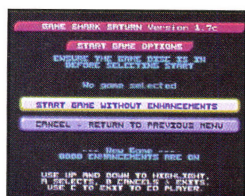
## Play Japanese Discs



Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. However, if you own a Game Shark Video Game Enhancer, you can take advantage of a top-secret feature that allows you to get around this problem. Here's how it works: With the Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements." Now hold down the **X, Y** and **Z** buttons and press **START**; the game will magically load just as if it were being booted on a Japanese Saturn!



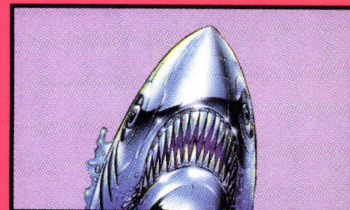
Normally, the American Saturn will not allow you to play Japanese game software.



With the Game Shark installed, just hold **X+Y+Z** and press **START**.



You can play any Japanese Saturn title perfectly!



## GAME SHARK

### CODES

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

#### Frank Thomas Big Hurt Baseball Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
160ADBA8-0500—Player 1 always wins  
160ADBA8-0005—Player 2 always wins

#### Golden Axe: The Duel Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
16078A5C-0080—Infinite health, Player 1  
16078B50-0080—Infinite health, Player 2

#### Road Rash Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1607407E-FFFF—Infinite cash  
16074074-0709—Have Stiletto bike

#### Skeleton Warriors Saturn

F6000914-C305 + B6002800-0000—Master code (must be entered)  
1607EBCA-0064—Infinite Star Sword  
1607EBBE-0064—Infinite lives  
1607EBB6-0064—Infinite health

#### Frank Thomas Big Hurt Baseball PlayStation

80173BD8-000F—Team 1 always wins

#### Darkstalkers PlayStation

800CD1A0-0090—Infinite health, Player 1  
800CD514-0090—Infinite health, Player 2

#### PO'ed PlayStation

801DB760-0064 +  
8009ABA0-0064—Infinite health  
8009ABA8-0032 +  
8009AC70-0100—Have jetpack

#### Skeleton Warriors PlayStation

801DB760-0064—Infinite health  
801DB774-0064—Infinite Star Sword  
801DB768-0064—Infinite lives

#### Top Gun: Fire at Will! PlayStation

801CFECC-0064—Infinite AGM missiles  
801CFEC0-0064—Infinite MIRV missiles  
801CFEBC-0064—Infinite Surefires





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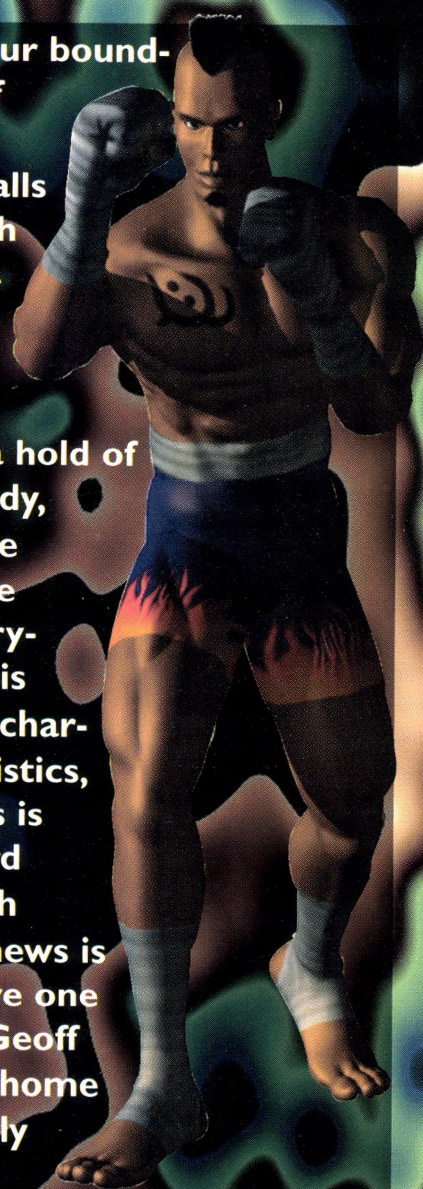
# Tekken 2

## Exclusive Strategy Guide

By Tyrone Rodriguez

**W**e here at VG pride ourselves in our boundless *Tekken2* knowledge. The staff has spent countless hours, er, researching (that's what Frank calls it) the intricacies of *Tekken2*. We've come up with a few things that are sure to pique your interest. And, good Samaritans that we are, we're now passing on our invaluable info for your enjoyment.

First and foremost, get a hold of one of those nifty, handy, dandy, take-anywhere Memory Cards. One block will save everything necessary. This includes all secret characters, fighter statistics, etc. The good news is that a Memory Card makes T2 that much more fun. The bad news is that if you don't have one and don't buy one, Geoff will come visit your home and sing, wearing only his Hello Kitty Underoos and oh-so-glorious tan (Believe you me, it ain't a pretty sight). You have been warned.





To play as bosses: Simply beat the game with any fighter. As in Tekken #1, each fighter will "release" a boss. Here's the easy chart:



**Jun: Wang**



**Yoshimitsu: Kunimitsu**



**Nina: Anna**



**Law: Baek**



**Heihachi: Lee**



**Paul: Kuma**



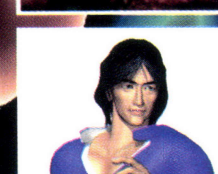
**Jack2: Prototype Jack**



**King: Armor King**



**Michelle: Ganryu**



**Lei: Bruce**





# STRATEGY

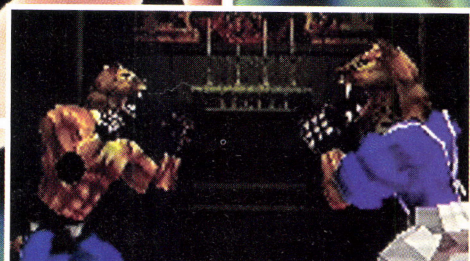
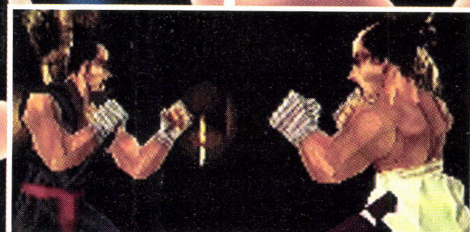
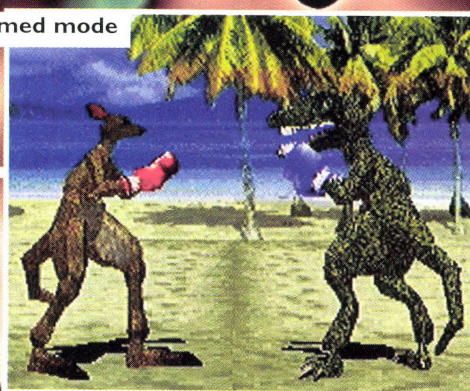
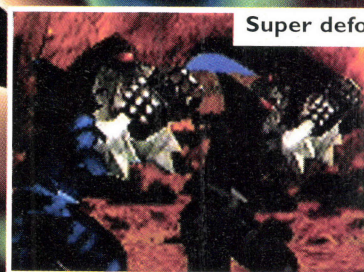
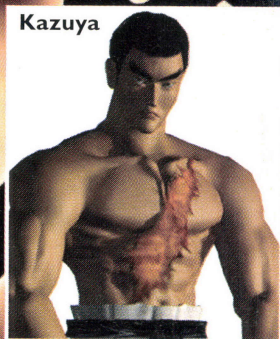
**Kazuya and Devil/Angel:** Beat the game with all of the default characters. Thereafter, they will appear in the character selection screen.

**To play as Roger/Alex:** Get to the last round of the third match. Defeat your opponent with a minuscule amount of energy. If done correctly, the announcer will yell, "Great!" Your next opponent will be either Alex or Roger. Defeat them and you will gain access to them.

**Note:** All characters must be accessible for the following codes to work!

**Kazuya with his snazzy purple suit:** Press Start to select Kazuya with a purple suit.

**Super deformed mode:** In Japanese tradition, Namco has included an SD mode for T2. Note that some of the fighters' physics appear to change when in SD mode. Yoshimitsu's sword becomes elongated, etc. Extensive research has revealed, however, that the sword still has the same range, in spite of Frank's desperate claims to the contrary. Who needs *Virtua Fighter Kids*? Hold Select while choosing your player at the character selection screen and continue to hold the Select button until the fight has begun.





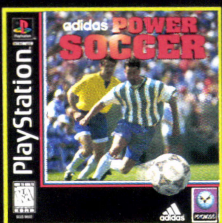


The clock is running your adrenaline is pumping  
sweat is dripping into your eyes as you

feel your muscles tensing and you prepare to  
make the move that for just one fraction of a second will send you  
soaring right over that other guy in your  
quest to feel the exquisite rush of head  
connecting with ball and in one brilliant blinding  
flash wonder how anyone can actually  
believe that this is just a game.

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# Strawberry

**Even Bigger Super Deformed Mode:** Repeat above step a second time. Works in Versus Mode.

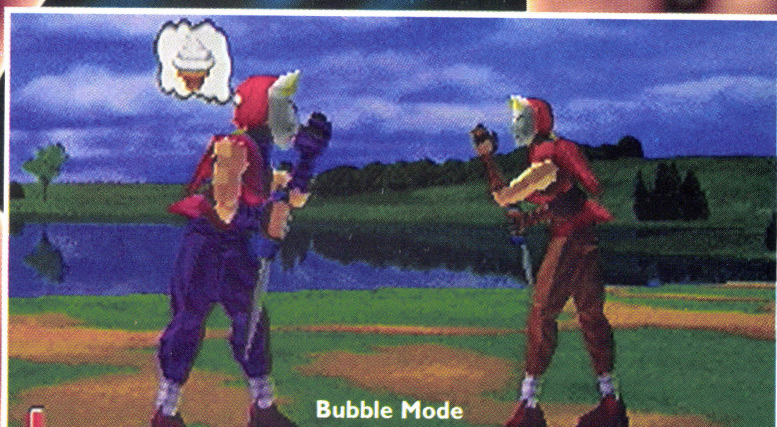
**First-person perspective:** Hold L1 and L2 while choosing your character. To get a second-person perspective, just do the same code on the player 2 side. The second method only works in Practice mode, as it would be impossible to do anything while both fighters are moving around.

**Juggle Mode:** Hold Up and Select on the opposite side's controller while choosing your character to access the juggle mode; e.g. if you're on Player One side press Up and Select on the Second Player side.

Your first juggle will be normal but the second and subsequent ones will knock you high into the air, similar to Baek's Wing Blade. If you do the code on your side, your opponent will be able to juggle you high—not a very good thing to happen.

The codes can be combined for wacky effects. It is possible for you to have Devil Kazuya in super deform mode while fighting in first-person perspective! It's funky fresh!

Ever wonder what your favorite Tekken 2 characters are thinking about? We think you'll be disturbed when you find out. Here's how you do it. Select VS or Practice game, then simply leave your character alone for a minute or so. If they stand around inactive for long enough, they'll dream of ice-cream, Pac Man or even Galaxian.





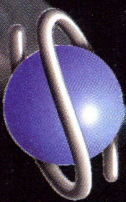


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# Iron Blood







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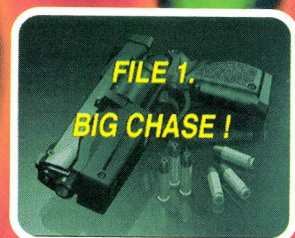
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| Tiny Toons         | 15 | Toe Jam & Earl 2   | 25 |
| Toe Jam & Earl 2   | 15 | Urban Strike       | 25 |
| Urban Strike       | 15 | Virtual Racing     | 25 |
| Virtual Racing     | 15 | WWF Raw            | 25 |
| WWF Raw            | 15 | Sesame Cnt Cafe    | 25 |
| Sesame Cnt Cafe    | 15 | Tecmo Super Bwl 3  | 25 |
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| Uncharted Wtrs NH  | 18 | Bass Masters       | 25 |
| Bass Masters       | 18 | Big Hunt Bbbl      | 25 |
| Big Hunt Bbbl      | 18 | Comix Zone         | 25 |
| Comix Zone         | 18 | Earthworm Jim      | 25 |
| Earthworm Jim      | 18 | Jeopardy Dix       | 25 |
| Jeopardy Dix       | 18 | Liberty Of Death   | 25 |
| Liberty Of Death   | 18 | NHL Hockey 96      | 25 |
| NHL Hockey 96      | 18 | Shining Force      | 25 |
| Shining Force      | 18 | Toe Jam & Earl     | 25 |
| Toe Jam & Earl     | 18 | Vector Man         | 25 |
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| College Slam       | 18 | College Killer     | 25 |
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| Cyber Speedway     | 18 | D                  | 25 |
| D                  | 18 | Dark Legend        | 25 |
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| Virtual Hydlide    | 18 | NBA Live 96        | 25 |
| NBA Live 96        | 18 | PGA Tour Golf 3    | 25 |
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| PGA Tour Golf 96   | 18 | Road Rash 3        | 25 |
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| Road Rash 3        | 18 | Risk               | 25 |
| Risk               | 18 | Sega Gen Deack     | 25 |
| Sega Gen Deack     | 18 | Sega Gen 2 Deack   | 25 |



# First Look Saturn **Virtua Cop 2**



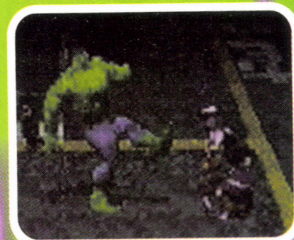
I'm so glad that I will soon have another game that uses the gun I bought with the first *Virtua Cop*! The gun itself is so cool it that seems like a shame to waste it on only one title. Actually, there are quite a few others coming from third parties, but none has the big name-recognition that this coin-op big boy packs. *Virtua Cop 2* takes a quantum leap ahead of the first game, and it's coming to blow you away.

Last year, the original *Virtua Cop* helped the Saturn to enjoy a healthy Christmas season and drove parents nuts with kids shooting people on their TV sets. This year promises more of the same, except for the fact that Sega needs to make more of the VC guns available, hopefully at a lower price.

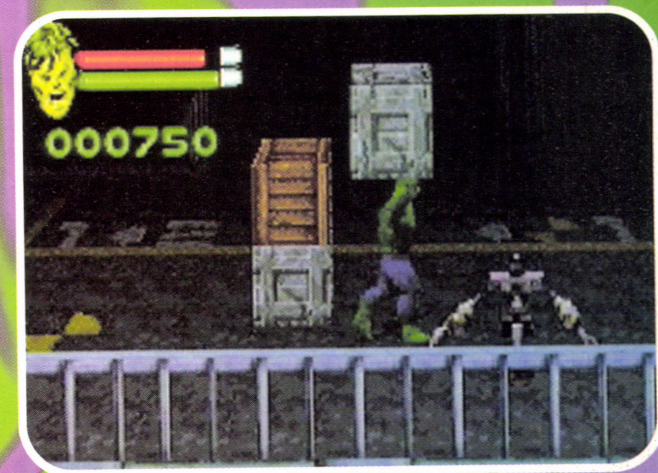
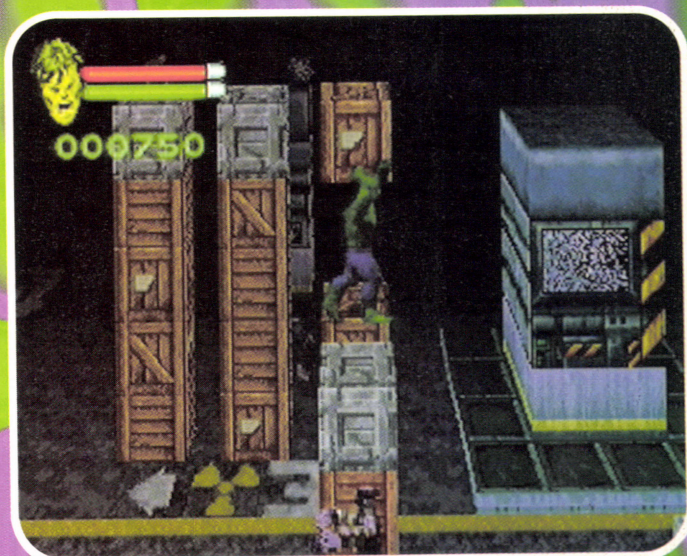
*Virtua Cop 2* puts you in all-new police situations, including an insane car chase and bank hold-up. This sequel is much tougher than *Virtua Cop* and will, we hope, feature more bonus options than its predecessor. The enemies are more varied now, and are detailed with extra texture maps which give the game an edge over the first edition. There is no rest for law enforcement's finest.







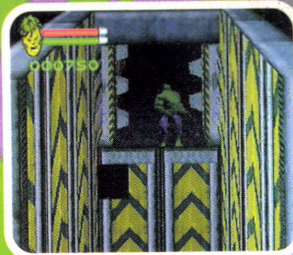
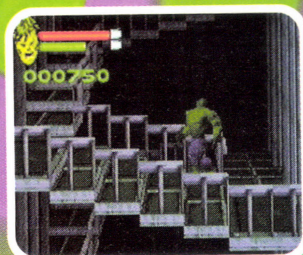
# First Look PSX/Saturn The Incredible Hulk



**H**ulk smash. Hulk break stuff. That's what the Incredible Hulk does. Marvel's greenest, and possibly meanest, superhero, is perhaps the strongest creature in the galaxy—with the exception of Juggernaut and maybe The Thing. Anyway, he's pretty strong and he likes to "smash" stuff—you get the picture. And now, thanks to the good folks at Eidos, you get to play the game too.

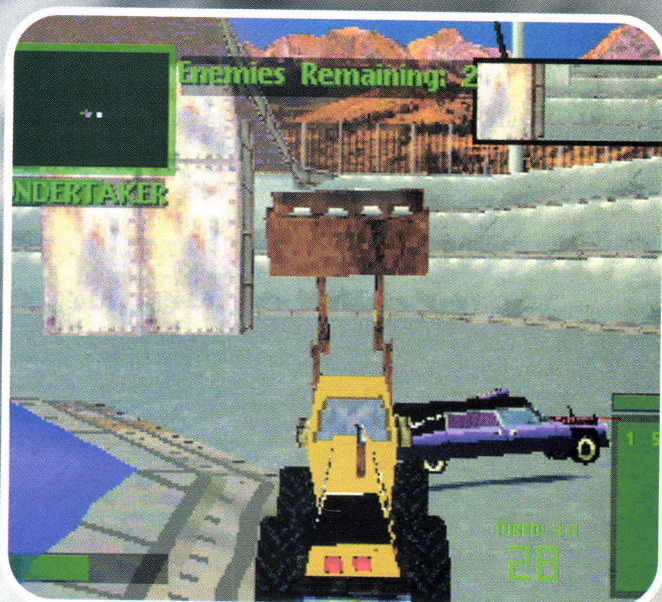
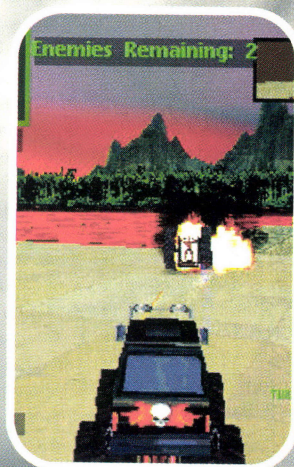
There have been a couple of similar-looking games for the PlayStation before—Hulk looks remarkably like Interplay's *Loaded*—but so far nobody's done a 3D maze platform game with beat-'em-up elements, so at least it's a first. The version we played had only one level, so it's hard to say how this will look when complete.

The forced 3D perspective works well enough, and the addition of accurate light-sourcing adds a spectacular dimension. Marvel-esque metal guitar follows the action as Hulk leaps, punches and kicks his way around each level. Eidos promises a bunch of boss characters, all favorites from the comic book and plenty of cartoon violence. Mmm. Hulk smash.





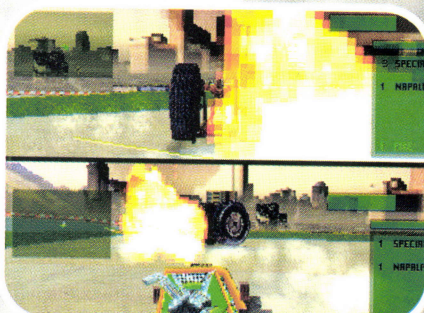
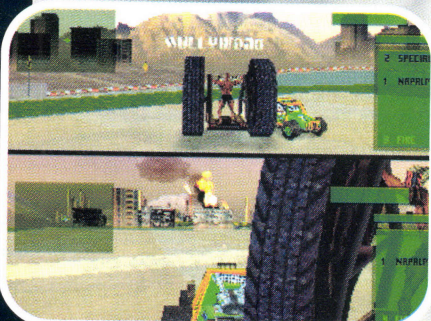
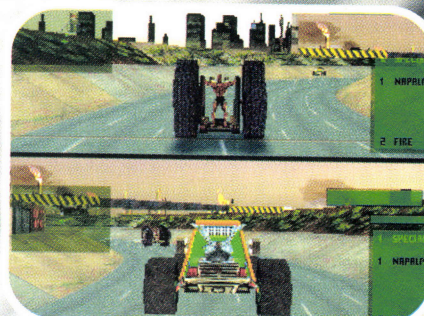
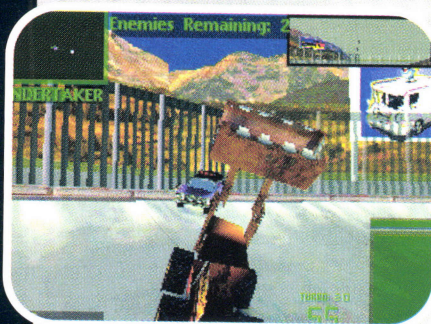
# First Look Twisted Metal 2



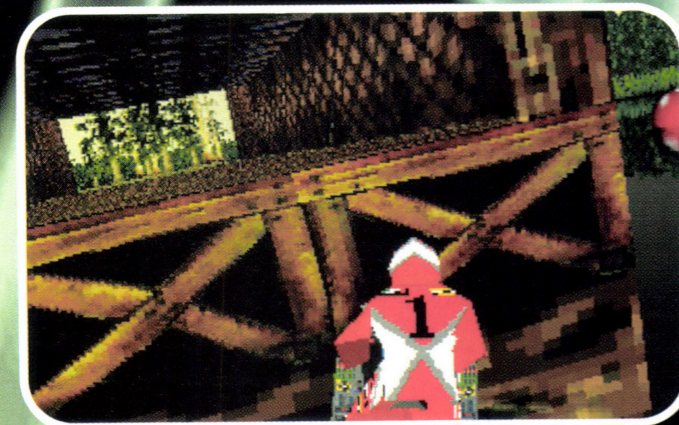
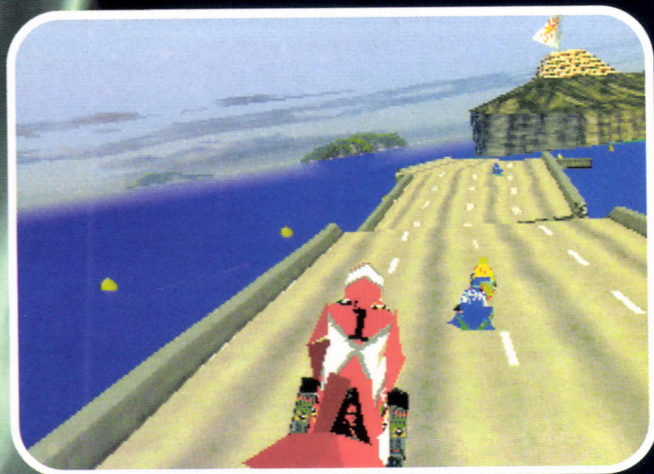
One of the most exciting games for the PlayStation is *Twisted Metal*. Its intense gameplay and cool array of vehicles were greatly enhanced by the game's desolate backdrop and amazing soundtrack. This was one game that truly amazed.

Well, a year has passed and it's time for a sequel! This time, Calypso is talking his tourney on the road, due to the fact that the good people of L.A. don't want him and his ruffians tooling about in their town. In search of a new home, Calypso takes the contest to New York, Paris, Moscow and Tokyo; he even holds a contest in Antarctica. Along with many of the old contestants, some new guys are taking a whirl, including a bulldozer, a hearse and a race car.

TM2 looks great with its new locations, vehicles, and weapons. Only problem that I can see is that it looks like there will be no link capabilities. That may change, though.







# First Look PlayStation **Jet Moto**

**I**t seems that whenever SCEA and Single Trac get together, good things happen. Last year, they gave us two of the best PlayStation games, *Warhawk* and *Twisted Metal*. This year, along with *TM2*, you're going to see this game: *Jet Moto*.

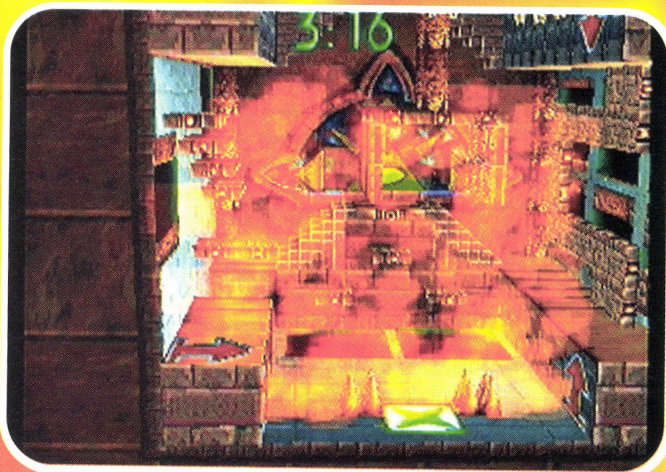
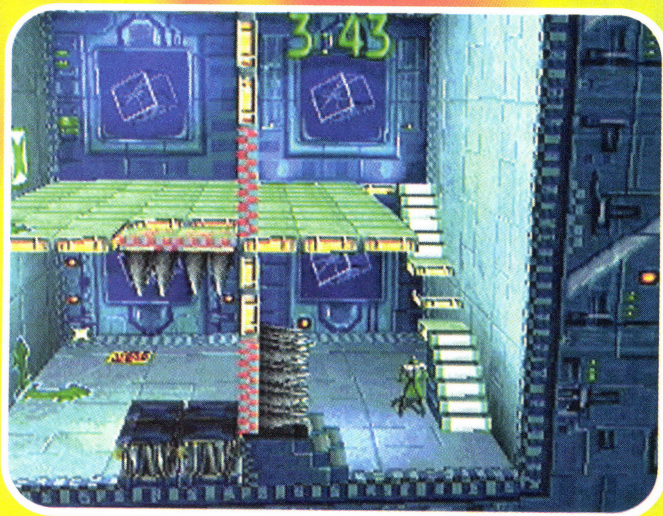
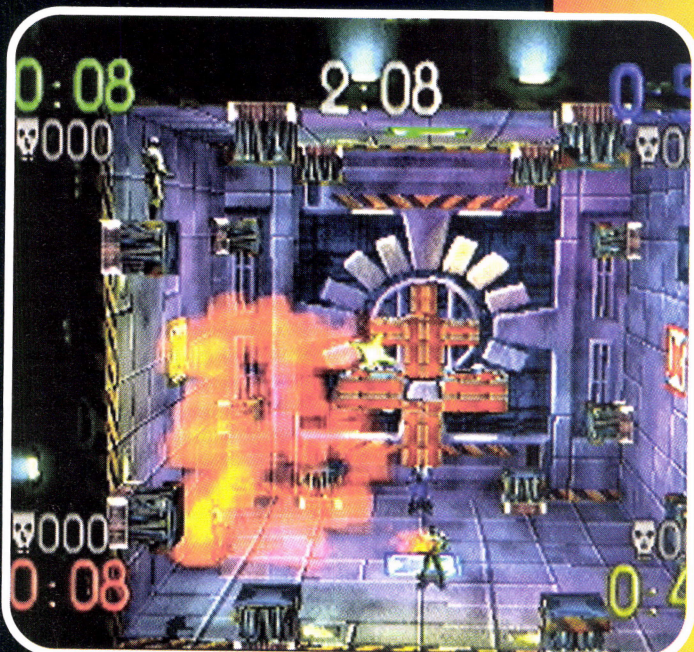
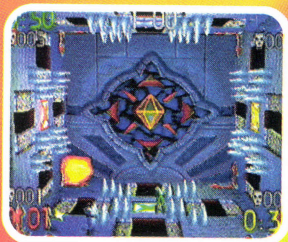
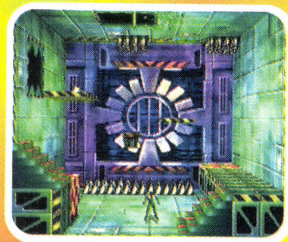
*Jet Moto* is a racing game in which you ride a jet bike that can cruise over land, water, or fly through the air. This kind of latitude results in a wide range of courses—12 in all—that will have you splashing through swamps and dodging around trees and boulders.

One of the game's big selling points is that a great deal of time was spent on getting the bike physics correct so that it will react realistically to the courses and their obstacles. Also, *Jet Moto* has no set courses, just a start and a finish. This will allow players to discover different ways of getting to the finish line fastest. The fastest way between two points is no longer a straight line. That's exactly the kind of variety a game like this needs.



# First Look PlayStation

# Blast Chamber



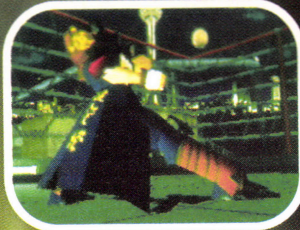
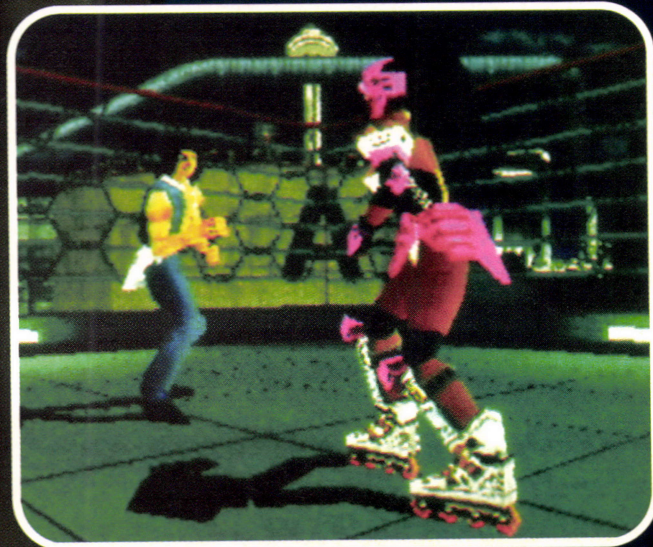
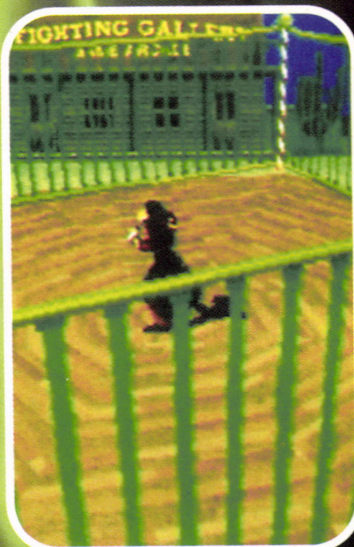
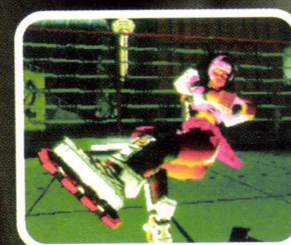
**O**riginality is one ingredient that's particularly hard to come by in the video game market. As is the case in *Tinsel Town*, you can bet dollars for donuts that whatever product is being developed is just a new rehash of an old idea.

It was this cynical approach that made us step back when we saw Activision's new game, *Blast Chamber*. Although it's little more than a cyber-sporting event, *Blast Chamber* is one of the simplest, and cleverest, team games we've ever seen.

The rules are simple: You have a certain amount of time to get a crystal from wherever it may rest, into your goal. The problem is that there are many obstacles littering the playing surface. And, when playing a multi-player match, you must fight between your opponents. What makes *Blast Chamber* so refreshing is that you can shift the chamber you are in by running up the walls. This allows you access to the other playing surfaces and will help you to disorient your opponents. Looks like great fun.



# First Look Saturn Fighting Vipers



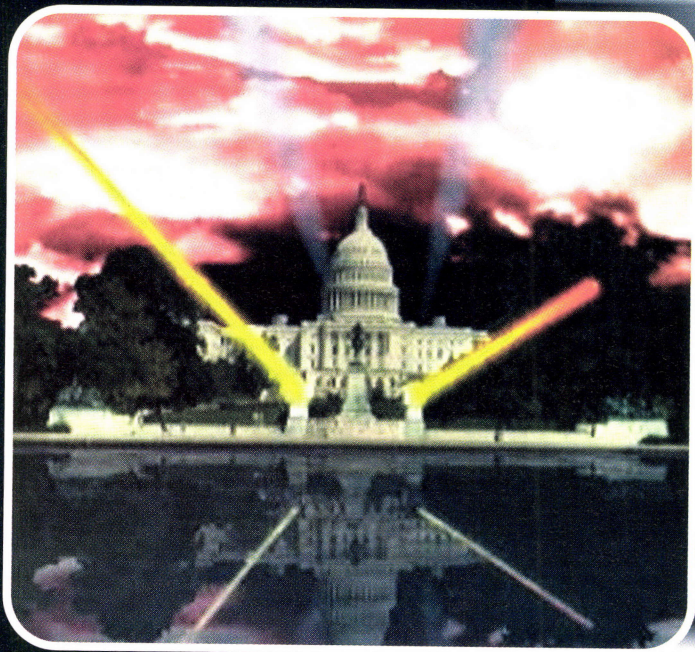
**T**he big fighting game for the Saturn this Christmas is *Fighting Vipers*. Excited? Why not? This game didn't get the attention it deserved in the arcades, but now home users will be able to take in all the neat extras Sega has included over the original VF2 engine. This is yet another step forward for Sega 3D fighting games and may well give the Saturn an edge over the PlayStation in this respect.

One of the biggest flaws in the arcade version was the short time period you had in any given match—30 seconds—which was far too brief to stage a comeback. The home version will remedy this problem with adjustable round times and a whole bunch of other option-related goodies.

For those unfamiliar with the game, here's a quick run-down. You fight in a fence-enclosed ring which you can use to knock opponents against and through. The fighters wear armor that can be knocked off (upper and lower) and possess counter-strikes that are easy to do and needed to break armor. Lots of hidden moves, plenty of violence. This one's a winner. Trust me.



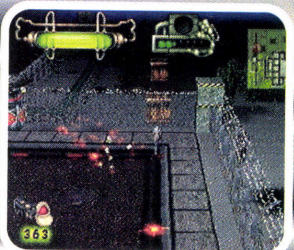
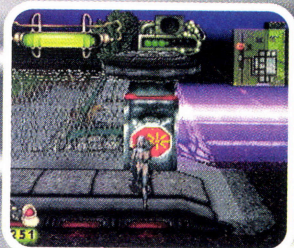
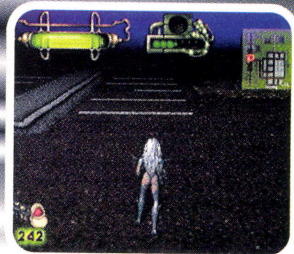
# First Look PlayStation **Steel Harbinger**



**A**lien chicks wearing thong-armor are always a welcome element in any sci-fi piece of work. Of course, *Steel Harbinger* isn't just a pretty face and a smile; it also packs a nice frightening storyline to go along with all the laser-blasting action.

The first thing to grab you is the freaky opening cinema sequence detailing the story of the invasion. The aliens storm the world and aren't shy about shedding human blood in their quest to turn the human race into half-metallic organisms. The plot's far from original, but entertaining gameplay is the more important factor in this adventure.

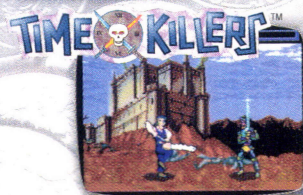
You have to perform a variety of tasks involving a lot of searching and evasion along the vast landscape. *Steel* controls well and, hopefully, its mission objectives will deliver the diversity needed for this type of game.







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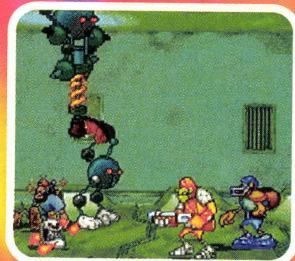
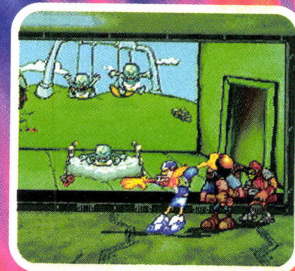
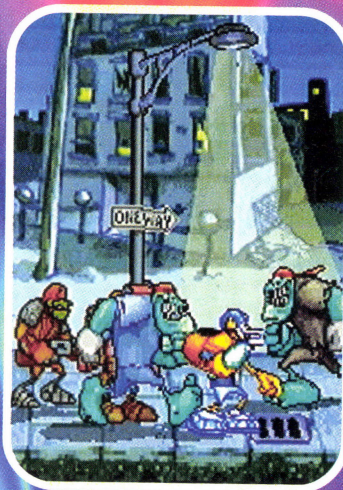
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# First Look Saturn Three Dirty Dwarves

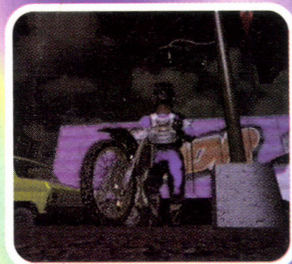


**T**he best way to describe this game is as a cross between *Streets of Rage* and *Guardian Heroes*, but different. *Three Dirty Dwarves* manages to borrow from various sources while maintaining its own brand of dwarven hijinks.

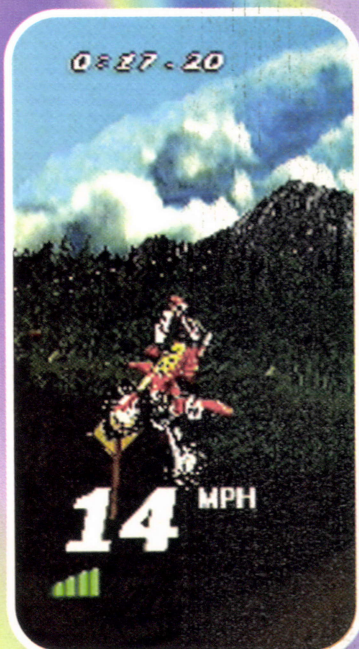
I really like the cartoon-style graphics that 3DD uses; they're large and which animate nicely. Character design is interesting, with a grungy theme throughout. You control one character at a time, with the other two right behind you and ready for battle. You can switch manually between them, or, if the controlled character is hit, the next in line will automatically come forward. The dwarves have regular attacks as well as specialized weapons like a shotgun, a bowling ball, and a baseball and bat which you control like a game of *Three Flies Up* (toss the ball to yourself and whack).

The dwarves are looking good so far and we'll be looking forward to reviewing this one soon.





# First Look PlayStation VIMX Racing



**N**ow here's a game that should have been done a while ago: moto-cross racing. I mean, come on—dirt bikes, mud and gnarly race courses are three components which are sure to please. This is the kind of manly fun which makes you want to dust off that old Mongoose and ghost-ride it into the nearest tree.

Playmates has taken the classic *Excitebike*, mixed in a little *Road Rash*, and put the "virtua" spin on it. What you're left with looks like becoming one of the most promising racing titles of the year. Choose from a half-dozen racing teams and enter the chase for the grand prize (well, as grand as any prize can be for someone racing on a low-brow circuit like moto-cross).

The playability is there, as well as some snappy graphics and comparable sound. The only problem with the game at this point is that it's really tough to discern the muddy course from the muddy background. There's just too much damn mud!

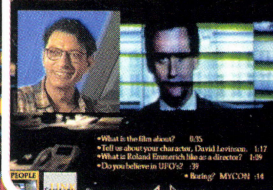


# First Look PC CD-ROM

## INSIDE INDEPENDENCE DAY

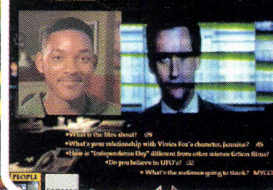
### INTERVIEWS

Jeff Goldblum

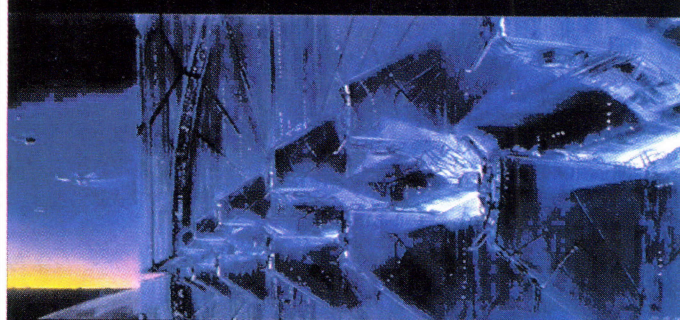


### INTERVIEWS

Will Smith



### PRODUCTION ART

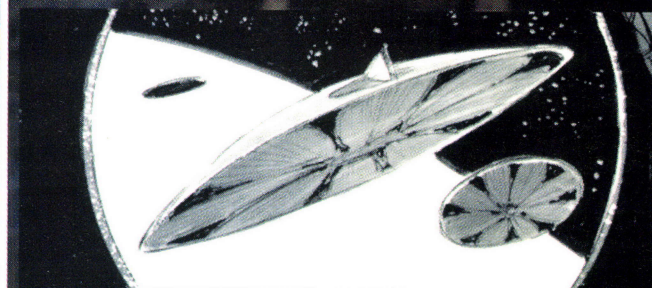


Helicopters approaching side of City Destroyer during Operation Welcome Wagon.

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Card: 31K (0) Bg: 30K (0) Heap: 23570K

### STORYBOARDS



DESTROYERS PEEL FROM THE SHIP AND HEAD TOWARDS EARTH

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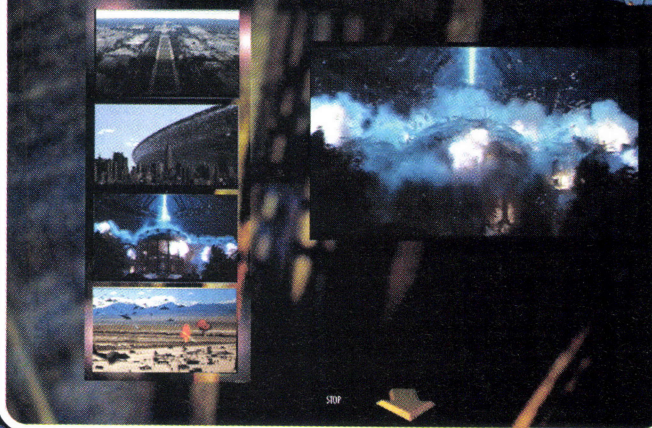
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30 of 65

**N**ormally we only preview games, but *Inside Independence Day* is so cool, we thought we would make an exception this month. *Independence Day* proved to be the biggest box-office hit of the summer, and *Inside Independence Day* lets you find out just what went into making the biggest blast of the decade. This is a whistle-stop tour through the amazing world of special effects, planning and sheer imagination that went into the movie. Point, click and explore.

Many of the things included on this PC CD-ROM aren't even included in the final cut of the movie, so you get to see a lot of extra effects and scenes. There are interviews with the cast and crew, as well as the writers and directors. There are bloopers, movies and stills from the movie, models, maps...in short, you name it, *Inside Independence Day* has it.

This is going to be one of the hottest-selling CDs around, and it's kind of a shame that you won't be able to buy this for PlayStation or Saturn. Ask your dad if he'll let you borrow his PC for a while....

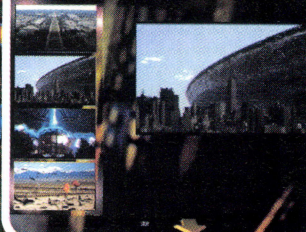
### FROM THE FILM



### FROM THE FILM



### FROM THE FILM





**S**NK has done it again, but this time with the help of ADK. Neo Geo games have been a little thin on the ground for the last few months, and the ones we have seen have all been fighting games. *Over Top* is a driving game, similar to the Rally games you've seen on this system before.

Although the control system is cool, it's fairly simplistic and kind of twitchy in places. The variety of vehicles available more than makes up for that failing, though. You can drive a Hummer, a motorbike, even a Ferrari lookalike, all of which handle in different ways.

There are loads of secrets to discover, but the most useful is the wealth of shortcuts hidden throughout the game. These can make what would be a very dull game very cool indeed. Full review next month.

# SNK Neo Geo First Look *Overtop*



## First Look SNK Neo Geo

# Super DodgeBall



**S**ports games really don't get much simpler than *Dodgeball*, so it comes as something of a surprise to learn that *Super Dodgeball* is one of the most involving games available for the Neo Geo. Best of all, it manages to combine the best elements of sports games with fighting games, almost creating a brand-new genre!

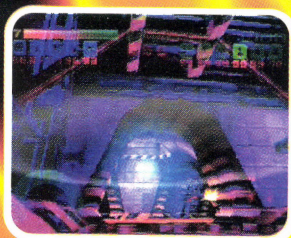
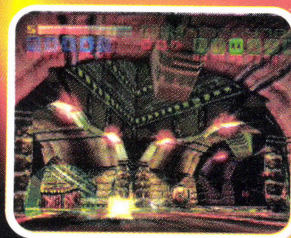
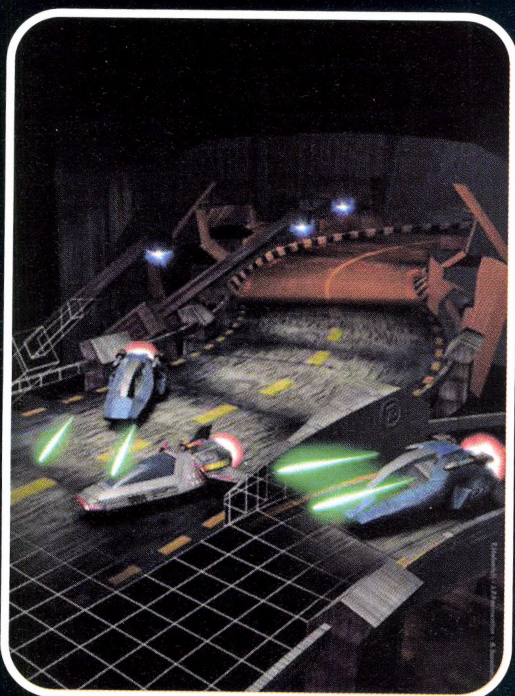
Each of the zany characters available in *Dodgeball* has his or her own array of special moves and abilities. A lot of these moves are accessed using SF 2-style moves. A lot of experimentation (or an instruction manual) is required to figure out who does what, and how.

The graphics are wonderful. Brilliantly drawn and (reasonably) smoothly animated figures leap around on a detailed and impressive variety of backgrounds.



# First Look PlayStation

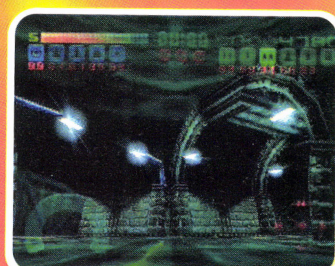
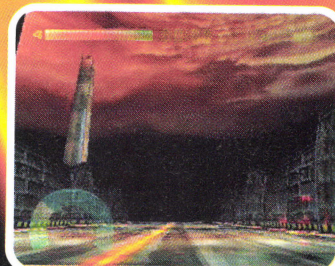
# Tunnel B1



**O**cean has been teasing us with this hot-looking PlayStation game for some time, but the good news is that it will also be appearing on Saturn. The PlayStation version of the game will actually be released by Sony, which wants to take control of the so-called second generation products.

That's as big a compliment as a game could hope for, though, and it certainly fits this fast-action racing sim. It's set in a future world, filled with decay and violence, not entirely unlike *Wipeout*, in fact. The similarity to *Wipeout* ends there, though, since this is about twice as smooth as Psygnosis' amazing racer.

Graphics and speed are what make this stand out from the crowd, as you pilot your super-fast craft through tunnels (in full 3D) trying to avoid enemy fire as well as the more conventional racing-style objects. *Tunnel* may not be a catchy name, but the game is going to be awesome.





# First Look PlayStation **Viper**



**O**cean really seems to be coming up with the booty these days. *Worms* is one of our favorite action/puzzle games, and *Tunnel* is setting hearts racing wherever it's shown. *Viper*, if anything, looks better than both of those titles and should set new standards for graphics on the PlayStation at least.

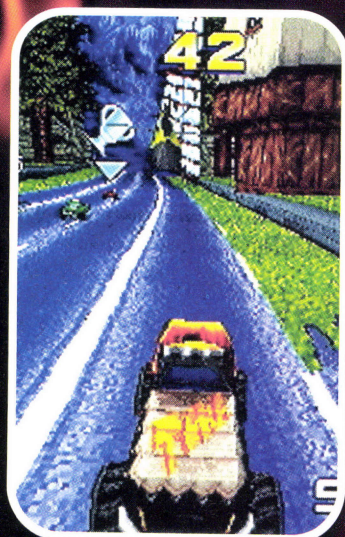
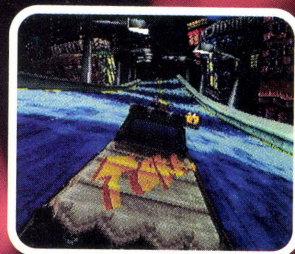
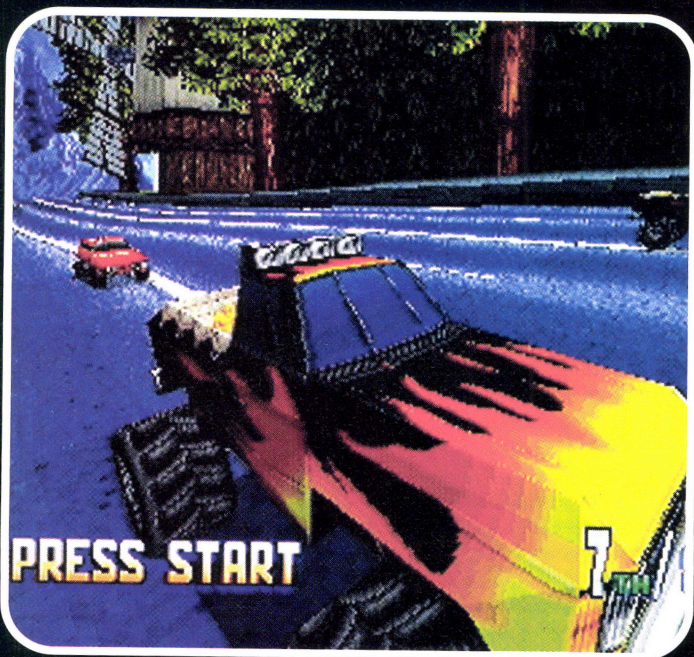
Like *Tunnel*, *Viper* will appear on PlayStation courtesy of Sony, with the Saturn version following later as a regular Ocean of America release. Saturn fans can look forward to a version that Ocean promises will be just as much fun.

The graphics are possibly the smoothest we've ever seen on a PlayStation game, and the fast-action helicopter-blasting gameplay promises to liven up the visual appeal of the game. Split into many different missions, your task is to blow stuff up, rescue some guys and try to stay in the sky as long as possible. The ground is a very unforgiving place.



# First Look PlayStation

# Burning Road



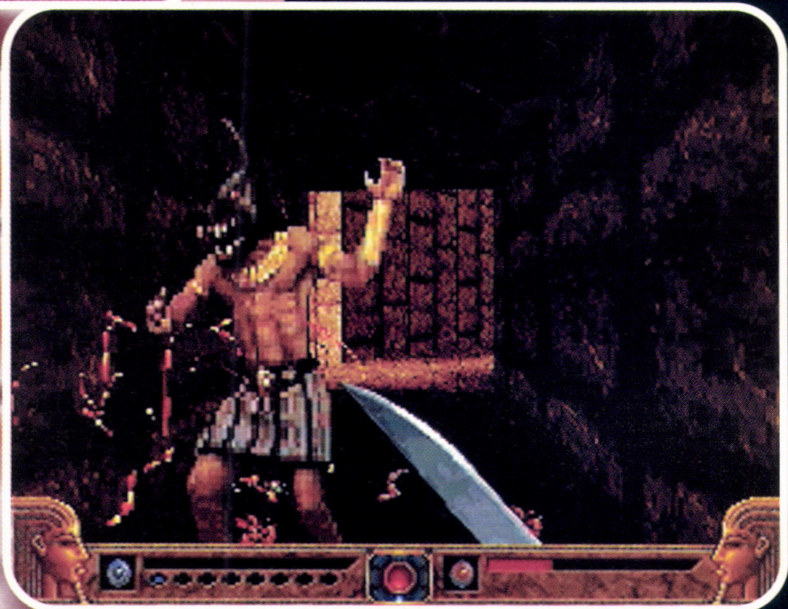
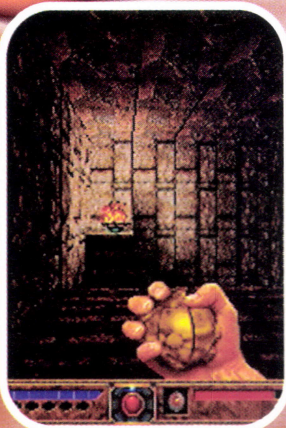
**L**ike PlayStation owners really needed another driving game? I mean, come on! Well, I suppose they could use a *Daytona-meets-Dirt Dash*—with a hint of Frenchness. And that's exactly what *Burning Road* is. The game, although released by Playmates, is by two companies named "Toka" and "FunSoft," who apparently felt the need to Frenchify the game.

All the voiceovers are from some weird French (Belgian?) guy who says things like, "Decided like this" when you choose an option. This is backed up by the incredible "Burning Road" song, which is very spazzed-out indeed.

The graphics are among the smoothest and most solid ever seen on a PlayStation racing game and the gameplay is equally solid. Three (possibly more) tracks, varying weather and lots of cars. Cool!



# First Look Saturn **Power Slave**



**W**ake up, Saturn owners: rub your sleepy eyes and rejoice, because you finally have a 3D shooter that looks better than anything on the PlayStation. Yes, sir. *Powerslave* is the name of the game, and it comes from the good (or perhaps evil) people at PlayMates.

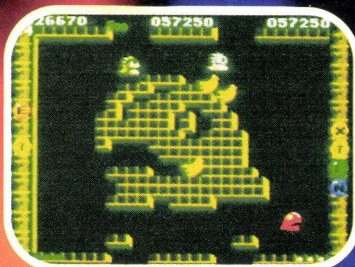
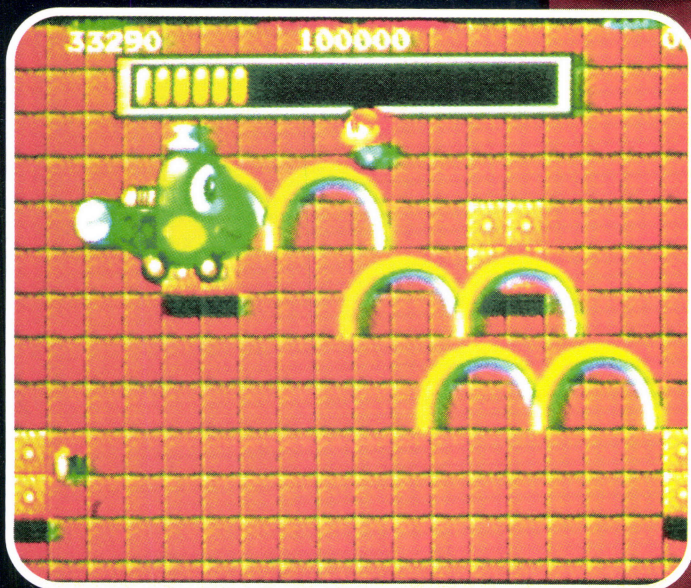
Original it's not. *Powerslave* is a blatant copy of games like *Hexen*, *Doom* and *Duke Nukem 3D*. The good news is that, original or not, this is one of the most enjoyable *Doom* clones ever made, not to mention a darned good title in its own right.

The 3D graphics are super-smooth, with all sorts of light sourcing and texture-mapping to tart up the proceedings. The weapons are cool, with everything from a sword to a flamethrower. Puzzles are tricky enough to vex you, without being altogether too frustrating. Yup, this is a biggie alright. We can hardly wait.



# First Look PlayStation

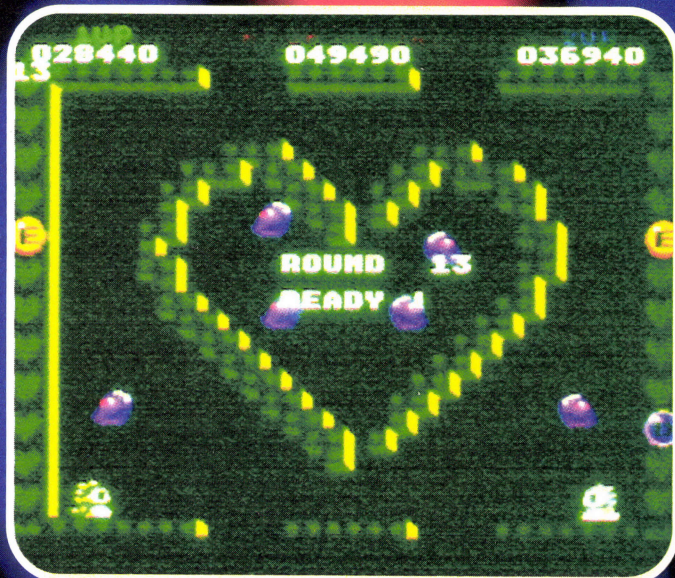
# Bubble Bobble



**B**ack in the olden days, all we had to play with were dinosaurs. Bub and Bob to be precise. These Jurassic Juveniles are the heroes of Taito's now gnarled and ancient *Bubble Bobble* coin-op. They are also featured in *Puzzle Bobble*, the popular Tetris-style puzzle game.

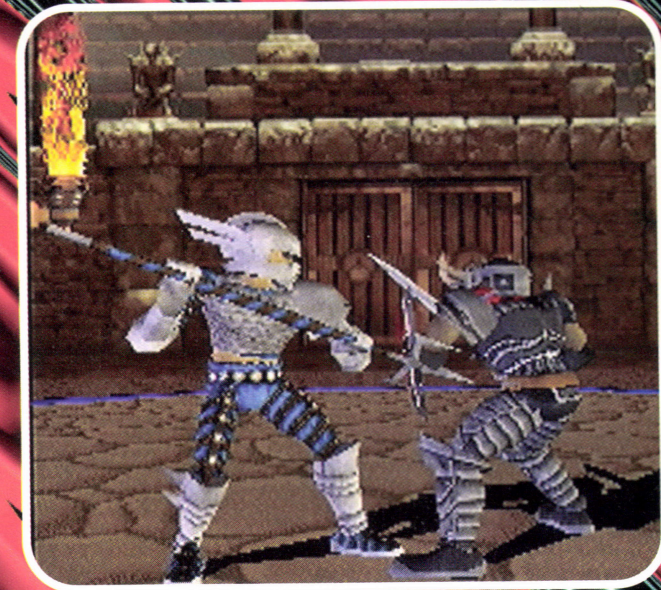
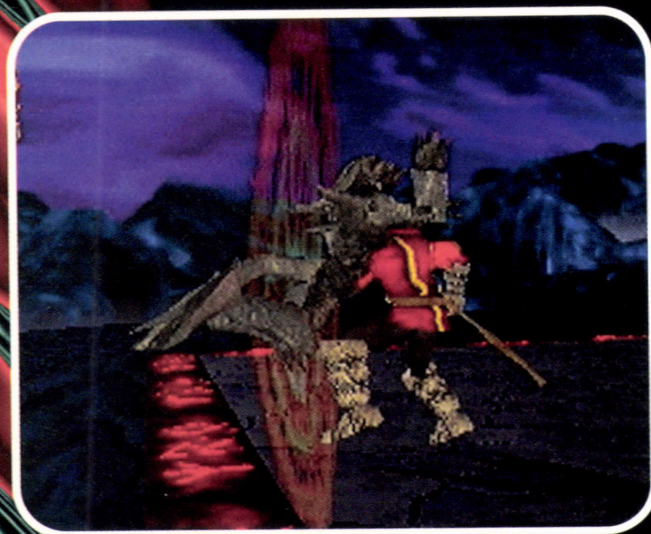
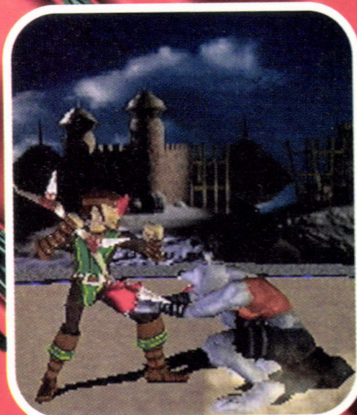
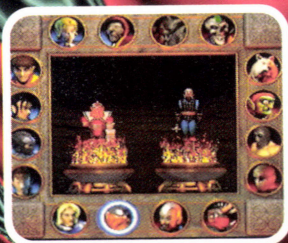
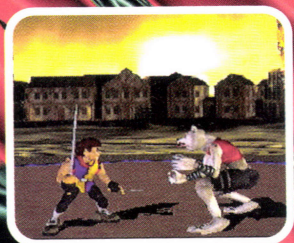
*Bubble Bobble* features some pretty radical action as you (and a pal, in two-player mode) attempt to imprison rogue bad guys in your bubble-icious spit. Once imprisoned, the bad guys can be popped out of existence and out of your hair.

It gets better, though. Since *Bubble Bobble* is a remarkably simple game, Acclaim has taken the liberty of including a couple of little treats, not the least of which is a fully playable version of *Rainbow Islands*, the brilliant sequel. This is quite early, so expect it to get even better.





# First Look PlayStation **Iron & Blood**



**T**he people have longed for a real meaty fighting game with cool RPG-style campaigns, and now, Take 2 Interactive is intent on giving the people what they want. *Iron & Blood* will have the usual battle and vs. mode of battle, but will also feature the much anticipated campaign mode.

*Iron & Blood* sports the official *Advanced Dungeons and Dragons* license, so all the dwarves, orcs and magicians are authentic D&D-endorsed combatants. That doesn't mean that these guys are established characters. I'm sure that would have cost extra dough and cut into development time that's better spent on making the game as good as possible.

The game looks good and features 16 action-packed characters, with a mix of heroic fighters and demonic denizens of evil. Check out this month's insert poster and look for the VG review soon.



# JUMPING FLASH 2

**PLAYSTATION SCEA REVIEW** Price: \$49.99

## VIDEO GAMES HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

Mastering the difficult three-stage jump is all-important. Without it, you're destined to fail. Timing is everything, and once you've developed the correct rhythm, you'll be unstoppable. You should also note



that killing the bad guys is a complete waste of time. You'll get more bonus points from completing the levels in a fast time than you will for destroying critters. Also, don't spend time exploring: Use the radar!

**B**aron Aloha. Perhaps the most twisted criminal mastermind the Universe has ever seen. His planet-stealing antics were stopped once

before by Galactic City Hall and by the talents of

Robbit—a robotic rabbit. But now it's Baron Aloha who is the victim, and Robitt must save him.

The even more evil Captain Kabuki (a giant fruit-creature in a tu-tu) has stolen planet parts for



bucks it says, "Muu." Yes this is creepy and stupid.

The game, however, is a masterpiece, but perhaps a little too similar to the first outing. *Jumping Flash* was brilliant and original. This is just brilliant. The graphics have been improved slightly, but not as much as they could have been. There are new effects, such



as under-water levels and cooler explosions. This is a tougher game too.

Many readers complained that the first *Jumping Flash* game was too easy and too short. *Jumping Flash 2* players will be pleased to note that this is bigger and harder.

The sound effects and music, as with the first game, are top notch. A ton of wacky sound



effects accompany the equally wacky music and drive the game on at a stu-

pendously frenetic pace.

The rendered intros are amusing and good-looking, and the cheesy commentary never



grates. The inclusion of "Time Attack" mode gives players a little

something extra for their investment and, all in all, this game represents good value for money.

If you don't already have a copy of the original, I'd suggest buying this instead. If you do have the original, get this too. It's better and it's bigger.



his "Planet in a Bottle" collection. (Look, I'm telling you this the way it is; it's not my fault if it doesn't make sense—Ed.)

Robbit must reassemble the planets as well as rescue their inhabitants, the Muus. Muus are called "Muus" because they go, "Muu" a lot. Seriously. Stand next to one and listen. I bet you 50

Graphics 8

Sound/FX 9

Gameplay 9

Rating 9

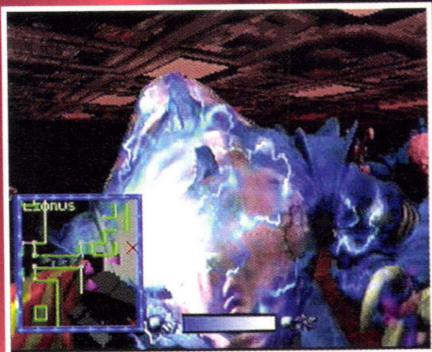


# SPACE HULK

**PLAYSTATION ELECTRONIC ARTS  
REVIEW Price: \$49.99**

**E**lectronic Arts wowed us with this title on the 3DO. With its great graphics, its engrossing gameplay and some truly spooky atmosphere, *Space Hulk* became one of the great 3DO games.

You play one of a group of "Terminators" whose job it is to battle the evil Genestealers throughout the galaxy. In this particular game, you must venture into a huge, derelict space ship and search out archive data. Besides the campaign option, you can also play scenarios made popular on the PC version and the original board game.



What makes *Space Hulk* so much fun is that it requires much more strategy than your standard *Doom*-clone. You're only one of a group of soldiers and must function as part of the unit. Your job is to watch your buddy's back and carry out your leg of the operation, whether it be setting explosives, say, or guarding a

hatchway. As you progress through the game, you will take command of the whole group and will have to deploy them as you see fit. Those Genestealers are ferocious and plentiful, so you'll have to deploy your personnel wisely.

While the overall package is good, there are features of *Space Hulk* that should have been much



better. Since this version, as far as I can tell, is an exact port of the 3DO, the graphics aren't as good as they should be. Neither are the scrolling or the sound. One aspect of the game with the most impact is the chatter amongst Terminators and the commander. The dialogue splicing, however, is a bit choppy and redundant, almost dispelling the illusion of the situation.



## VIDEO GAMES HYPERHINT!

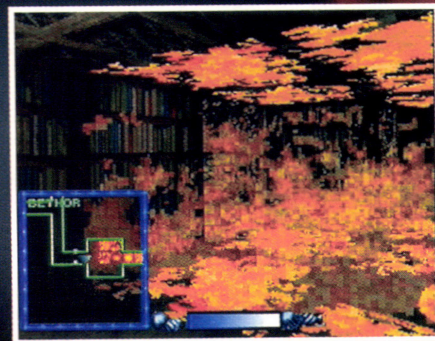
THE ULTIMATE GAMING MAGAZINE

When you've earned the right to control the movement of the Terminators, placement is of the utmost importance. You'll get nowhere in this game if you don't properly disperse these guys in order to cut



down the Genestealers. Make sure that everyone's back is covered and that, where possible, you set up your troops to catch the enemy in a cross-fire. This way they'll go down a whole lot faster.

*Space Hulk* still offers you excellent playability and a superb storyline which propels the game at an intense pace. Although it may be a little disappointing for those familiar with the game, *Space Hulk* remains a worthy addition to your PlayStation library and is recommended for those of you yet to play it.



**Graphics 7**

**Sound/FX 7**

**Gameplay 8**

**Rating 7**

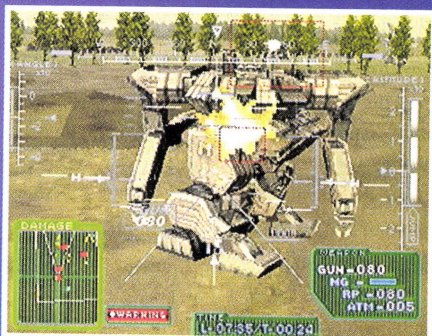


# Gungriffon

**SATURN Sega**  
**REVIEW Price: \$49.99**

**G**ungriffon is the best battling 'mech game I've ever played. Everything, from the graphic presentation to the control of the 'mech, has exactly the right look and feel.

The missions unfold in different locales and are very distinctive. There are areas covered in snow or shrouded with fog. Some levels take place at night or during the red twilight. It would have been nice if there were multiple tasks in each of the mission locales, resulting in a longer game. The colors used in the game are also worth mentioning since they do a good job of con-



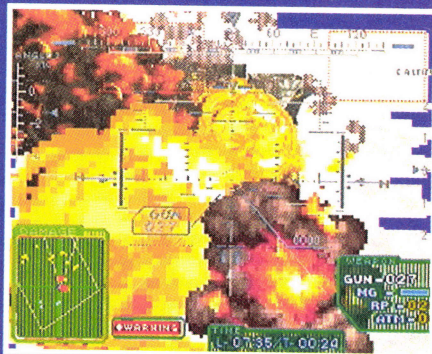
veying the proper atmosphere of any given stage.

Maybe there aren't enough missions, but those we have are formidably tough and challenging. The later missions pack intelligent enemies which move in groups, forcing you to use strategic placing. Refueling helicopters must be protected at all costs in order to finish missions.

The biggest mistake most 'mech games make is in the control and overall feel of the robot. In *Gungriffon*, your robot moves around with weight and gives you the feeling of controlling one of those vehicles from *Robotech*. I'm no expert, but the physics of the 'mechs feel correct. The way your robot reacts

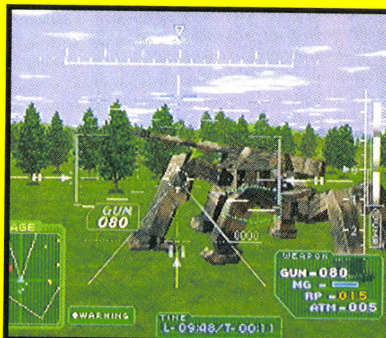


when loosing off a few megatons of heavy-duty firepower is also very satisfying. Another thing that grabs your attention is the design of the vehicles and armored warriors in the game. They look very cool and have that anime-influenced style. Unfortunately, the box art features some random robot not featured in the game, but it still looks great.



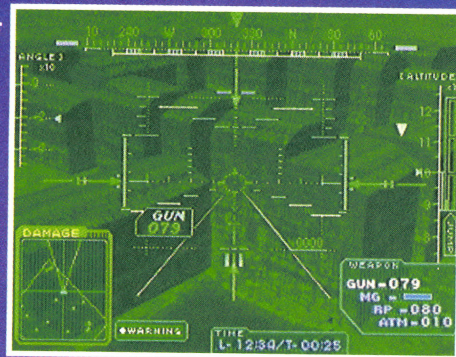
## VIDEO GAMES HYPERHINT: THE ULTIMATE GAMING MAGAZINE

The main thing you need to nail down in *Gungriffon* is the controls. There's a training mission available to help you get adjusted. Use it! It would also be wise to tackle the missions in a specific order. The night-time



level isn't as hard as it seems because the enemies are easier to defeat, if harder to see. Make sure you take advantage of the night vision your 'mech is equipped with. Jumping is the best defense against an unseen enemy.

*Gungriffon* definitely isn't for everybody, because of its rather complex controls and its steep learning-curve. The game isn't impossible, however, and good arcade skills will help you prevail as long as you use good planning. Most gamers will dig right in and discover one of the best Saturn games of the summer.



**Graphics**

**9**

**Sound/FX**

**8**

**Gameplay**

**8**

**Rating**

**9**



# ROAD RASH

**SATURN Electronic Arts**  
**REVIEW Price: \$49.99**

**B**ikes and violence tend to go together, thanks to Hell's Angels and those weird people from the Saturn car commercials. Putting them together deliberately has long been the job of Electronic Arts, with its bestselling series of *Road Rash* games. The original Genesis game caused a huge stir when it was released several years ago. This latest Saturn conversion of the game is no disappointment.

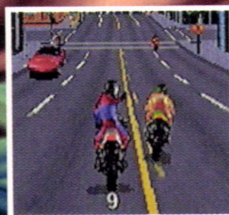
The graphics, although not quite as silky as in the previous PlayStation incarnation, are certainly a lot better than the 3DO game's visuals. Smooth-scrolling



road terrain flashes past as you attempt to dismount competing racers with maximum force. Race game though it certainly is at heart, *Road Rash* could never be described as a sport, since none of your activities are particularly sportsmanlike.

The wealth of options is useful, but the handiest of all is the

inclusion of a simultaneous two-player, split-screen game. Woo-hoo! In two-player mode, *Road Rash* is elevated from an interesting diversion to an all-out road-war. The strategy involved in arching and fighting your way through the various tracks is super-intense. You can also block out your opponent by trapping him



behind you. In short, the possibilities are limitless. One of the coolest things about *Road Rash* is the soundtrack. This extra musical dimension was obviously missing from the Genesis game, but the CD consoles have music by the bucketful, as well as some totally bitchin' sound effects. The Saturn version in particular sounds very crisp and clear. Trying to spot the difference



## VIDEO GAMES HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

Fighting may be cool, but it's not always the smartest thing to do. If you're concentrating on trying to beat an opponent, you could well lose your place in the overall race. A far smarter strategy is to concentrate



on racing first and fighting second. If someone's getting in your way, attack 'em with any force necessary, by all means; otherwise, avoid them. Also, like any racing game, try to find the racing line through corners.

between this and the PlayStation version is not an easy task.

Electronic Arts is really starting to come through with the goods for Saturn owners, and after a fairly quiet year (thanks to the long delay of *Madden* for PlayStation) it finally looks like the boys are back in town.



Graphics 7

Sound/FX 8

Gameplay 8

Rating 8



# Silverload

## PLAYSTATION REVIEW **VIC TOKAI** Price: \$44.95

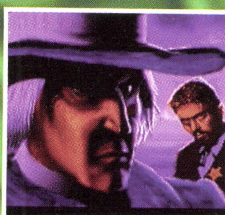
If you thought *Resident Evil* was a bloody horror experience, wait till you play *Silverload*.

The games share a common theme, but their play elements are totally different from each other. *Silverload* is a point-and-click adventure title with an occasional shooting game thrown in.

You play the role of a wandering gunslinger-type guy who has found himself in the middle of something sinister. The game opens with you huddled around a campfire with a lonesome traveler. He tells how bandits kidnapped his son and the children of his caravan mates. He tells you of a

squeamish. There are rotting corpses, rotting animals and many other icky things in various states of decay. The town is sparsely populated and if you had neighbors like these, you'd be pretty anxious to hit the trail too.

You control the game by pointing at "hot" spots that allow you to select a direction or receive information.



You'll also need to gather items and use them in specific locations, some are

pretty obvious, while others are considerably more complex.

Death isn't shy about rearing its head in *Silverload* so be prepared to bite the dust a lot. Don't forget to save often and make sure you have a memory card.

*Silverload* is highly entertaining and has a degree of difficulty that

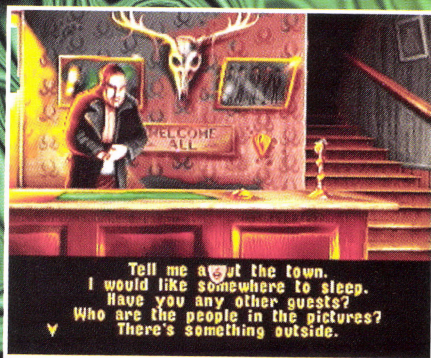
## VIDEO GAMES HYPERHINT: THE ULTIMATE GAMING MAGAZINE

To help you get around, make a map of the town and surrounding areas. It's also smart to keep notes of places where items might be used. This will help you look for something that might solve a puzzle later on.



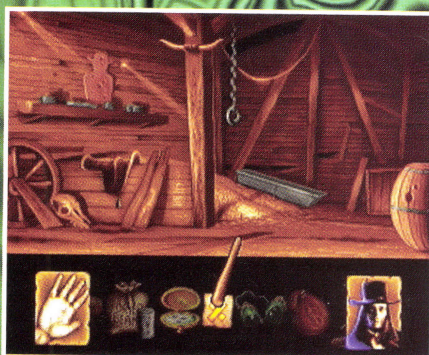
Make sure you talk to everybody and ask them every question. Items can sometimes be acquired merely by asking. There are, however, times when you should watch what you say—when talking to the Sheriff, for instance.

will keep you playing for a while. The only downside is the replay factor, but you can always play to get 100 percent items which has a little bonus ending scene, or simply to revisit the place known as *Silverload* whenever you need to feel the hairs on your neck stand on end.



town called *Silverload* where staying longer than you need to is not advisable. He took his son with him to *Silverload* for supplies and they were attacked when they got back. After you talk with the other members of this troupe, you head into the town.

The atmosphere is eerie and the graphics are not for the



Graphics 8

Sound/FX 8

Gameplay 6

Rating 8



# GUNSHIP

**PLAYSTATION REVIEW** Microprose  
Price: \$49.99

**T**he only good helicopter games made for the home console are EA's *Strike* series. I will stand by that. The fact of the matter is that flight sims—be they plane, helicopter or hot-air balloon—are tedious, plain and simple.

It's not that the games are technically poor. On the contrary, most simulations are marvellous recreations of the real thing. But therein lies the biggest problem: they're realistic. Games like *Desert Strike* and *Afterburner* were arcade games that emphasized ease of playability with a lot of pyrotechnics, as opposed to real-



istic aerial combat. One didn't have to worry about the intricate ins and outs that make up true flying. In real life, there's a painfully large amount of downtime between combat and objectives. Now, while this is OK with real-life pilots, who would like to avoid being shot at, it sucks for those of us who like to fly by the

seat of our Lay-Z-Boy. Sims are just plain boring and have no business on the console. Let them stay on the computer where they belong.

*Gunship* is no different from all other sims, insofar as you're hard-pressed to find anything to do. You spend a painful amount of time just trying to get into the vicinity of the enemy instead of blowing them up. Even worse,



when you do blast the bad guys, your only reward is a dis-

tinctly sub-par explosion.

You can campaign in two theatres of operations: the Persian Gulf and Central Europe. While *Gunship* does offer an arcade mode for those not as interested in sims, it still lacks the break-



## VIDEO GAMES HYPERHINT!

THE ULTIMATE GAMING MAGAZINE

There are a couple of things you're going to need to know in order to succeed in this game. One is to play it from the cockpit view. This allows you immediate access to much more information than you



need—like your co-pilot's comments. Another piece of advice is to make sure that you're mentally prepared for some serious tedium. I would recommend some No-Doz to keep you awake.

neck intensity that gamers crave.

The game does have the depth for long-term play value, but I'm not sure why you'd want to play this game for long.

I'm sure hardcore fans of flight sims will enjoy *Gunship*. For those of you reading this, add one or two extra points to the overall score. If you're looking for some action, though, stay away from this title. It just doesn't deliver.



Graphics 6

Sound/FX 7

Gameplay 5

Rating 6



# Mohawk and Headphone Jack's Rap Attack!

**T**his is your chance to prove, once and for all, that you are the phattest, dopest, most illin' chillster on the block. You can bust a move, throw a break or, ahem, some other stuff, because we want to hear your rhymes. Not only that, but the most kickin' rhymes will be rewarded with a mess o' spectacular prizes from THQ, the sponsors of this killer kontest. Word.

All you have to do is make up a rap about the antics of Mohawk and Headphone Jack—the two dopest homies in town. Your rap should be written in the form of song lyrics, or as a poem, on a sheet of paper. If you send a video or audio cassette, we will listen to it and it will be entered into the contest, but you can kiss your tape goodbye, because we won't send 'em back, unless they're accompanied by a postage-paid, self-addressed envelope. Now remember, Tipper Gore is always watching, so let's keep it nice 'n' clean, OK?

Here is an example rhyme, as busted by our glorious leader, Phat Frank O'Hood:

Rolling  
In my five point oh  
With my hankie out  
So my nose can blow

Ladies  
With the red hot moves  
Are dancin'  
To my hyped-up grooves

Mohawk  
And the Headphone Jack  
Are dancin'  
'Cause phat Phrank is back  
Word.

That was Phat Phrank's rap. Of course, your rhyme has to be good.

**GRAND PRIZE** (one lucky winner)  
Mohawk Crew Jacket (awesome)  
Sony CD Stereo Boom Box (illin')  
CD Carry Case (necessary)  
Mohawk and Headphone Jack video game (Super NES)  
T-Shirt (thrillin')  
Sunglasses (cool-a-mundo)

**FIRST PRIZE** (ten winners)  
Mohawk and Headphone Jack video game (Super NES)

**SECOND PRIZE** (ten winners)  
CD Carrying case

**THIRD PRIZE** (50 winners!)  
T-Shirt  
Sunglasses



Contest is open to residents of the United States and Canada. Advertising/promotion/publicity agents of THQ Inc., LFP Inc., its printing suppliers and the immediate families of each are not eligible. Contest void where prohibited, restricted or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any are the sole responsibility of the prizewinners.



# Baku Baku

**GAMEGEAR  
REVIEW**

**SEGA**

**Price: \$49.99**

**L**ookin' for a portable puzzle game that offers a whole barrel of mirth? Look no further: *Baku Baku*, the super-addictive *Columns*-clone for the Saturn, is now available for the Game Gear.

The Royal Zoo needs a zookeeper! If you want the job, you'll have to prove your skill by keeping the animals fed. So what you need to do to impress the Brass is match the animal with its proper food as speedily as you can. There are four types of animals: pandas, rabbits, dogs, and monkeys. OK, so they aren't the most



bananas, pandas eat bamboo, dogs eat bones and rabbits go for carrots. Whenever an animal is next to his food, he eats it and clears those blocks. If you're better at doing this than your opponent, then you'll win. Simple as that.

Although the sound and graphics are, of course, not as dazzling as on the 32-bit version, the gameplay remains intact in the translation. There's a password feature which allows you to save a game, and you can even link your



exciting animals to stock a zoo with. They never said which Royal Zoo it was. It might be the Royal Zoo of Bangladesh or something. They're still trying to keep the Royal Cupboard stocked, so they don't have the funds to spruce up the zoo yet. Maybe. That's not the point, though. The point is, monkeys eat



Game Gear with a friend's and play in versus mode. *Baku Baku* is a superb game which is just as entertaining on the portable as it was on the Saturn.

**Graphics**

**7**

**Sound/FX**

**8**

**Gameplay**

**7**

**Rating**

**8**

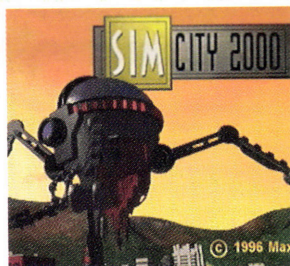
**Y**ou know it's a classic, I know it's a classic; we all know it's a classic. This mega-hit for the PC and Mac has recently graced the Saturn with its greatness and has now found the time to do a similar number for the PlayStation.



If you don't already know about this game, then you're way beyond help. *Sim City* is one title in a catalogue of building sims that allow you to generate your own living community. Zone out living and commercial areas;

build parks and schools; set up police precincts and construct sports stadia—it's all here.

*Sim City 2000* for the PlayStation resembles its home-computer counterpart in every respect. The graphics aren't as clear as they could be in this day and age, but they more than suffice in creativity and detail. Ease-of-play is also maintained, permitting the user to play with either the normal controller or mouse. The only



downside to this game is that, like *Doom*, it's slowly becoming

# Sim City 2000

**PLAYSTATION  
REVIEW**

**Maxis**

**Price: \$50**

outdated and is in need of an infusion of new blood.

**Graphics**

**7**

**Sound/FX**

**6**

**Gameplay**

**8**

**Rating**

**7**



# RPG ATTACK

by Wataru Maruyama

This month, we take a look at an import release from Enix called *Star Oceans*, and the epic *Legend of Oasis* from Sega.

## RPG NEWS

### ZELDA 64

Lately in the offices of VIDEOGAMES, we've been endlessly playing *Mario 64*. After extended play, we can't help but think that this Mario game is now very much like *Zelda*. In *Mario 64*, our favorite plumber goes to different areas and collects stars (kind of like the tri-force) in order to access new areas. Mario walks around freely and talks to his friends and to residents of certain areas. They give him hints about star locations, or tell him a story that gives him a clue as to what must be done next. So what will *Zelda* be like on the N64? What kinds of special things are in the works for transforming the Land of Hyrule into a 3D expanse? The *Zelda* game has been in the works for four years now (most of it in planning and puzzle design) and is set to be released on the bulky drive device. There's no doubt that this game is going to look stupendous and will play to perfection (à la *Mario*). Original plans called for a Christmas release, but with the U.S. delay of the bulky storage device, that's up in the air. It's hard to say when the bulky device will be released, due to the shifting release date of the N64, but for all you patient *Zelda* fans

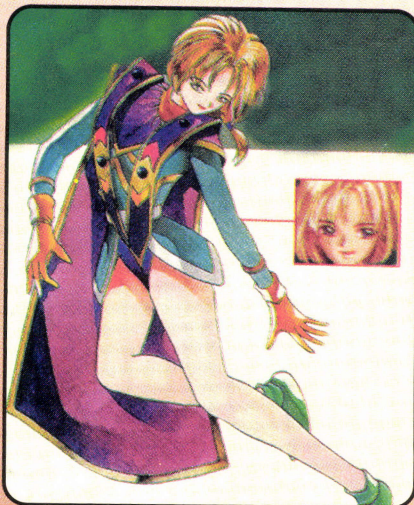
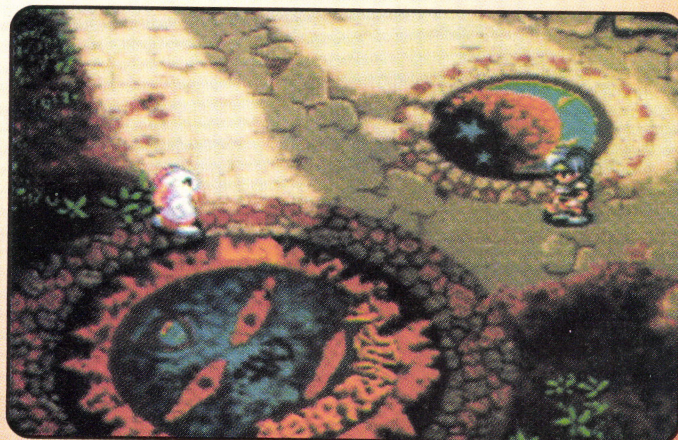
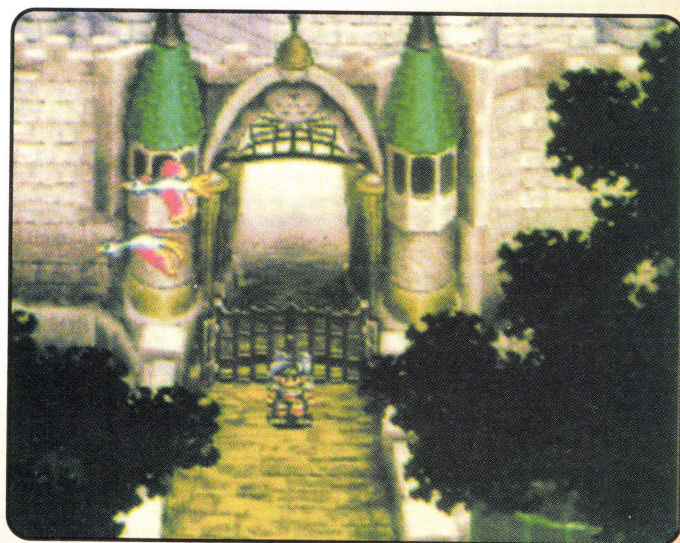
out there, great rewards will soon be yours.

### STAR OCEANS

The latest RPG to come from Enix is *Star Oceans*. Weighing in at a hefty 48 Megs, it's set for release July 19 in Japan. There has been talk that



Nintendo might release several Enix RPGs, like *Dragon Quest*, but nothing has been confirmed officially. Nintendo







There will also be prizes for RPG art. Lucky winners will get their names in RPG Attack! and will be sent a list of games they can select from. So what are you waitin' for?! Write in with all your RPG questions, observations and artwork. Especially art! We can have up to three winners a month, and possibly more, depending on how many responses we receive. We already have one winner selected (the person won't find out till next month) and we're on the hunt for more!

## FANZINES

Unfortunately, VG seldom has enough space to cover fanzines in depth, but we fit them in whenever we can. Especially if it's well produced, like *Shining Forth*. RPG Attack! featured SF in an earlier issue, but we like it so much we're promoting it again! *Shining Forth* is produced by Robert Schmitz, with artwork provided by John Watkins-Chow. The issue you see here is the May 1996 edition and will cost you a mere \$2. The price has gone up from a buck, due to the increase in pages. Send for info: P.O. Box 98, Yorkville, NY, 13495.



has already picked up the U.S. rights to release *Street Fighter Alpha 2* from Capcom (Capcom itself will release it in Japan) and is looking at other high-profile titles from other developers. Let's all hope that Nintendo will release at least two new RPGs later this year.

**THANK YOU, VG  
RPG READERS!  
WRITE IN FOR  
FREE GAMES!**

I've been getting a lot of great reader feedback on RPG Attack! and I hope you'll continue to write in. The most surprising thing is that many of the letters have been from female RPG lovers. In recognition of this fan support, we will select an RPG letter of the month in Soundboard. The winner will be able to select any game made by Working Designs (they're swell and generous folks, aren't they?).





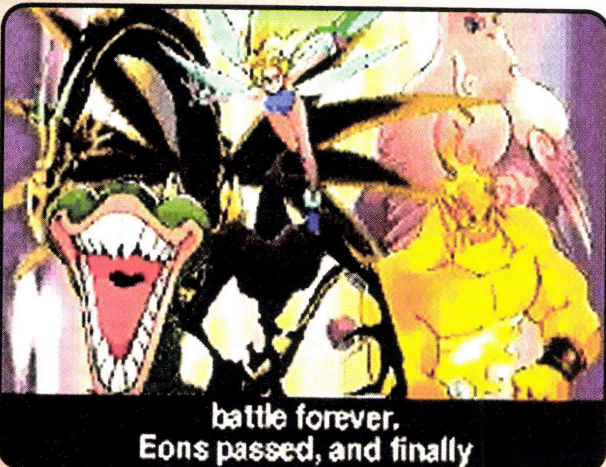
# LEGEND OF OASIS



I'm sure many fans of the original *Beyond Oasis* have been keeping track of this update and have wondered if it's as good as the first one. The only complaint I had about *Beyond Oasis* was its length—about 10 or 15 hours. Let me tell you right off the bat that *Legend of Oasis* is much, much longer and is at times more frus-

trating than the first. This, of course, is a good thing.

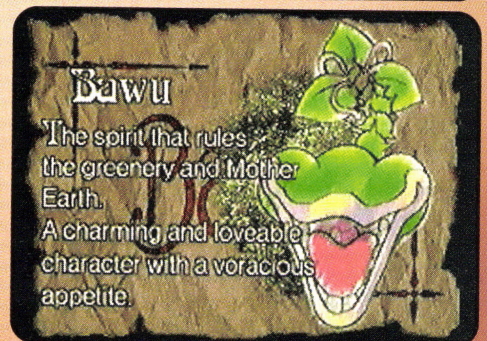
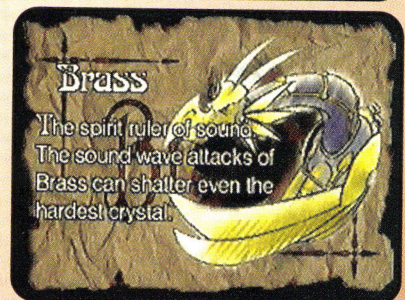
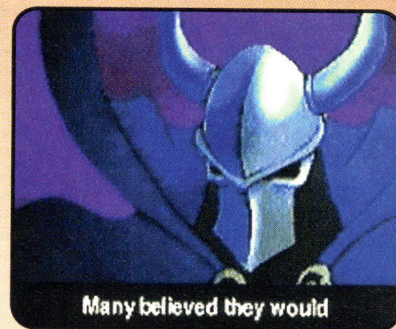
The story revolves around Leon (who looks just like the hero from the original, but isn't), who lives in Aquaria, a small village in Oasis. Oasis is enjoying a time of peace, but that won't last for long. Ordan, who is Leon's father, has dis-



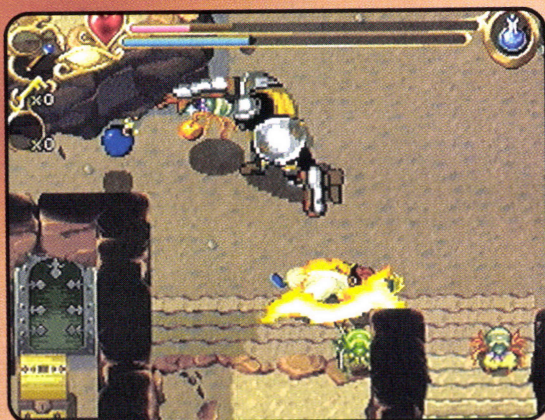
covered the Golden Armlet, which is only one of two mystical pieces. The matching piece is the Silver Armlet, and together they represent knowledge and will.

The armlets were originally worn by Reharl (gold) and Agito (silver), who for many years fought an epic battle for control over Aquarius. Reharl eventually won and now, after all this time, the Gold

Armlet has been rediscovered. This means that the Silver Armlet is also in someone's possession, and you can







bet that the new owner is some creepy, evil guy.

Gathering elementals was a part of the original, and returns in *Legend*. There are now six elementals, plus two



The new Spirit King is ready for action.



newcomers joining the action. In addition to Dytto (water), Efreet (fire), Bawu (earth) and Shade (darkness), there are Brass (sound) and Airl (air), all ready to serve the Spirit King.

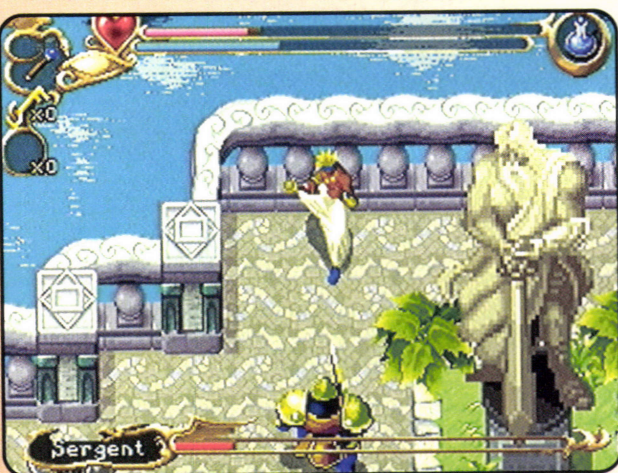
The coolest thing about *Legend of Oasis* is that it's exactly like *Beyond Oasis*—



except better. The control is tight, the graphics look spruced, the sound's clearer, and the adventure's longer. There are more special attacks, weapons, and items. It would have been nice to have even more weapons and items, but everything you get serves a purpose, and besides, it might get kind of hectic

managing everything and trying a bunch of new items on things.

If you're new to the land of *Oasis*, you'll find yourself in the middle of a meaty game of action and adventure. Like *Zelda*, this game can appeal to many different players and should reap big sales, thus perhaps prompting a bigger RPG push from Sega. Prepare yourself for the *Legend of Oasis*.



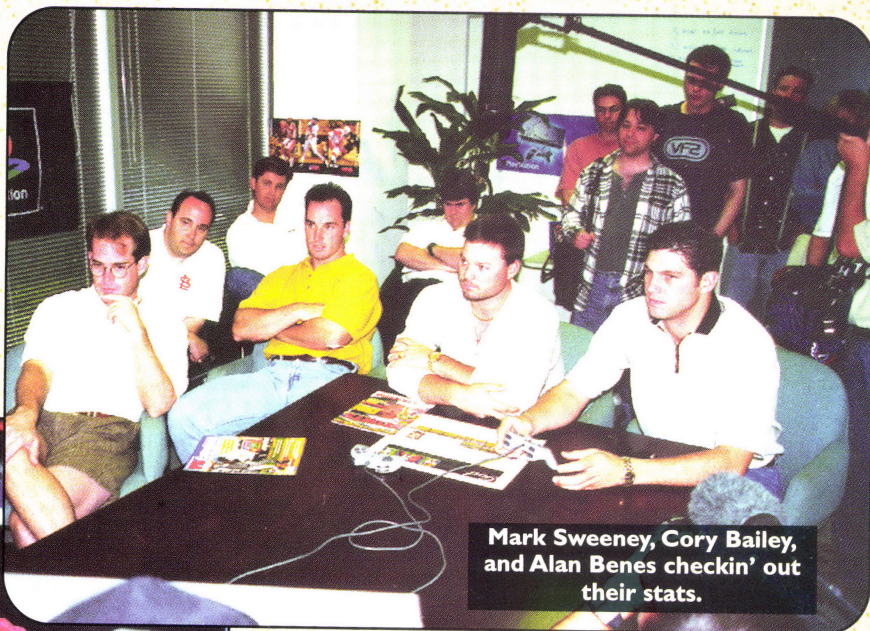




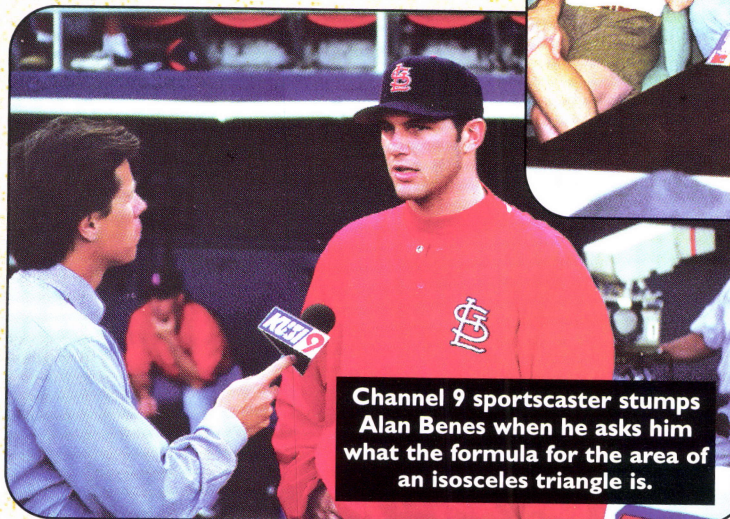
## PADRES VS. CARDINALS

Just recently, Sony Sports invited the press down to San Diego for a little demonstration of its upcoming title, *MLB Pennant Race*. Since these guys were from Sony, they obviously weren't going to leave it at that: the trip needed some pizzazz. And that's where the Cardinals and Padres come in.

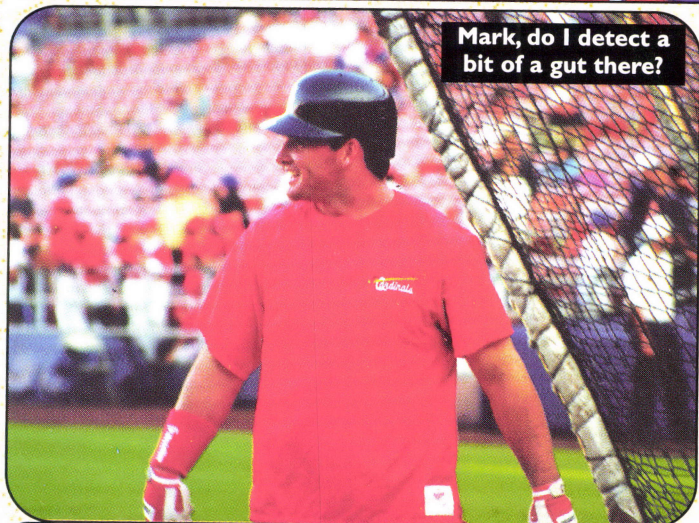
The San Diego trip wasn't just for us to get a chance to play the game, but also for the boys from the St. Louis Cardinals. These guys like their video games, just like the rest of us. Mark Sweeney, Alan Benes and Cory Bailey each took turns testing the new title. They were impressed. We were impressed. Hell, everyone was



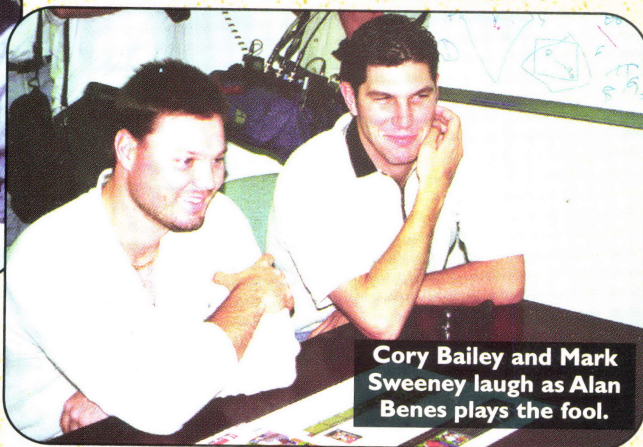
Mark Sweeney, Cory Bailey, and Alan Benes checkin' out their stats.



Channel 9 sportscaster stumps Alan Benes when he asks him what the formula for the area of an isosceles triangle is.



Mark, do I detect a bit of a gut there?



Cory Bailey and Mark Sweeney laugh as Alan Benes plays the fool.

impressed.

*MLB Pennant Race* wasn't the only event planned for us, though. The next day, Kevin Horn, the crowned King of PR, took us to a Padres/Cards game and allowed us to go onto the field and get a feel for what *The Show* is really like. Both teams took the field for some light batting practice and we from the press got a chance to see something that's rarer than a Condor in northern California: a good Padres team. Thank God I brought my camera. Later on, we were shooed off the playing field so that the game could commence, a game that would see the Cardinals win for the first time in San Diego for three years. Who cares? I'm an AL fan, Go Red Sox! Yeah, yeah, don't laugh—I'd like to see you do better (actually, if you're a pitcher, you probably could do better).



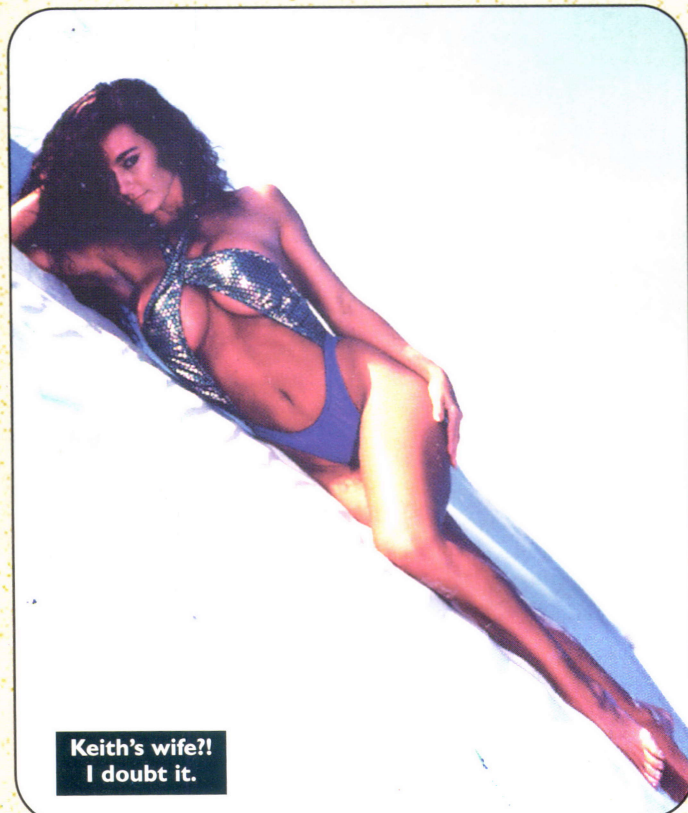
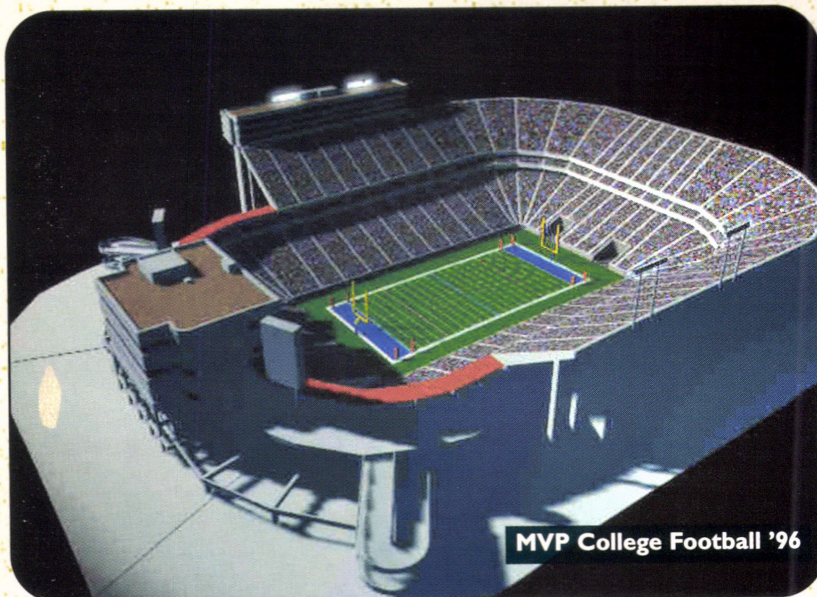
# SCOUTING REPORT

## AARON VS. RUTH

**I**'d like to have seen that. Baseball's gotten a pretty bad rap over the past five years—and rightly so. With the exception of only a couple of players, including Cal Ripken, Tim Lincecum and Ken Griffey, Jr., most are just jerks. They have whined, complained and money-grubbed themselves into the most unflattering of places. Who'd have ever thought there'd come a day when NHL players were thought of more highly than the Boys Of Summer?

Aaron vs. Ruth has also recreated some of the old, classic parks for you to play on, such as Polo Grounds and Ebbets Field. Ugly behemoths like the Astro Dome and the King Dome have no business here.

Along with all of this great stuff, expect to see many of the options and features of the other baseball titles on the market. This looks like it could be just what an ailin' baseball fan needs.



I'd also like to acknowledge June Marshall from Chicago. He wrote in what he thought were features he'd like to see added to his dream sports game. Most were actually available for some games, but he brought up a feature that I really miss: Fans. Enough with the flat smudges that the developers call fans in the new 3D games. Put some damn sprites in there and show me some action in the seats!



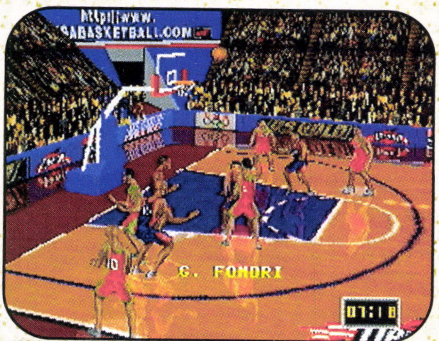
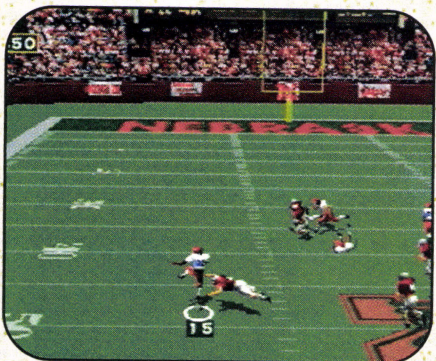
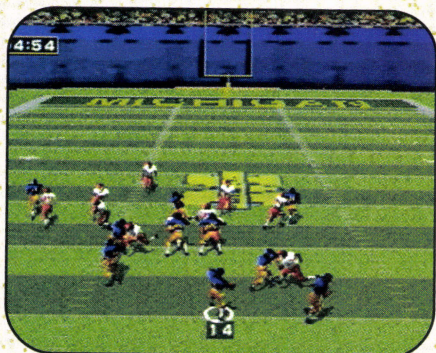


# SCOUTING REPORT

## NCAA, SONY STYLE

Sony takes a page out of Acclaim's and EA's books and will be releasing *NFL Gameday* in the guise of a new game.

In Sony's defense, the graphics look sharper and there will be a difference in the playbooks, but essentially, *NCAA GameBreakers* is the same game as *GameDay*. This time around, though, you'll be able to play as your favorite college instead of as a pro team. I played this game a little at E3 and enjoyed it very much. But if you remember, I gave *GameDay* a 9, so I'd be lying if I told you that *GameBreakers* was any worse. Play mechanics and options are virtually identical, so you can expect the same gaming experience. Next issue I hope to have a review for you and I'll be able to tell you that there truly is a reason to buy this game.



## 3D BASEBALL

I did a scouting report on this game several months ago, but could only tell you a little about since I hadn't played the game then. Well, time has passed and with the arrival of summer came an early copy of *3D Baseball*.

I'm happy to announce that this game looks as though it will be excellent; a step above CD's other sports title, *Slam N' Jam*. From this alpha version, I can tell you that Van Earl's color commentary is excellent. Full of life and variety, Van Earl, like the commentators on the Japanese version of *WSB*, has greatly enhanced the overall feel of the game. The visuals of *3D Baseball* are no less spectacular. The motion-capture of the players is amazing, including several types of running catches, tag moves and dives. The players themselves look great; the best of any polygon baseball game.

As of now it's too early to assess the gameplay fairly, but I saw no obvious flaws when I played. Good AI, a firm grasp of the basics, and, hopefully, a decent amount of stats will make *3D Baseball* a major title. I'll have a review next issue.



## DREAM TEAM BASKETBALL

I've always thought that this was a lousy license for a video game. What kind of competition is this? It's easy enough to master all of the legitimate NBA titles on the market already, without decreasing the strength of the opponents. This game also has little replay value; I mean, who the hell wants to try going through a tournament with the Angolan team—except maybe an Angolan? The only team anyone will want to use is the Dream Team, which makes playing a two-player game monotonous.

## NCAA BASKETBALL: FINAL FOUR '97

Long title, cool-looking game. MSA, the newly-formed Mindscape sports team, will be releasing a college basketball sim that might be worthy of comparison to EA's stellar *Coach K*.

Before we get too excited about the game (a playable version is still a ways off) we should step back and look at what the game is going to offer. *Final Four '97* will have all of the Division I teams and the current team stats for each school. Like most sports games now, *Final Four '97* has motion-captured players and multiple camera angles, but will add some nice visuals like light-sourcing and lens flares. Another nice addition is the school fight songs and a coaching mode.

I'll keep you updated.



The first look at this game does little to change my critical opinion of the title. The graphics still need to be spruced up, as does the playability. The court looks great and so do the player reflections, but these don't amount to a hill of beans without the proper playability. *Dream Team Basketball* is still a long way from completion, so there's plenty of time to whip it into shape. Wouldn't it be cool if, instead of setting up a forum in which to demolish the other Olympic hopefuls, the developers had invented a number of superhuman teams that the Dream Team had to face off against to help save the world—kinda like when the Globetrotters helped save Gilligan's Island. Now that would be a cool game.



# REVIEWS

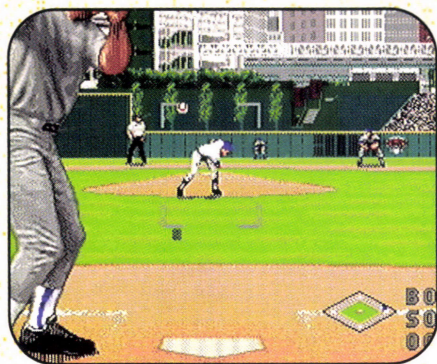
## WORLD SERIES BASEBALL FOR THE GENESIS

It was the best news I'd heard in ages when they told me that Sega was putting out one more *WSB* for the Genesis. *WSB '95* was simply the best 16-bit baseball game ever, period. It had the best playability, the most stats and the finest graphics and sound. In fact, *WSB '95* did a better job of emulating baseball than any of the current 32-bit baseball titles. Go figure.

Well, I'm happy to report that *WSB '96* is just as good. I can't say better, because so little has been changed that it can't warrant a higher grade, but what was added is a nice bonus to an already perfect purchase. *WSB '96* has the same stellar playability, in-depth stats and realistic feel. It also has the exact same soundbytes from the '95 version, so don't expect any surprises there.

As I mentioned before, *WSB '96* doesn't feature many additions. What it does add, though, is flavor. Besides the up-to-date stats from last season, *WSB '96* will also have a larger battery, so you can save more statistics. Also, at the end of a season, there are post-season awards for five offensive and four defensive categories. The best new feature is the addition of an AL and NL all-time great team. Now you can control the likes of Ty Cobb, Dizzy Dean and Lou Gehrig.

This is a wonderful game. Usually I'd have to say that the meager additions to this cart are not enough to warrant its purchase. But given that this is probably the last time you'll be able to get a *WSB* on 16-bit, and the fact that the current 32-bit titles, while great initially, are often exposed as flawed after some extensive play, you'll want to pick this one up.



## THE BIG HURT

Acclaim has done some good work here. What I honestly thought was going to be a disappointing title has turned out to be one of the strongest contenders in the baseball genre.

Frank Thomas "Big Hurt" Baseball, while making some small, superficial mistakes, has maintained the integrity of the game. The players look great, move better, and the playability is exemplary, due to some smart A.I. and super-easy controls (the best controls of any current baseball game). The stand-out features are that baserunning AI is the smartest around, all of the option screens are easy to use, and access and the graphics are crystal-clear. The game contains some average sound and stats, but they are solid enough to avoid criticism.

The problems with the game are greatly outweighed by the overall package, but need to be addressed. For one, the game claims to have all of the Major League parks. This is, in fact, misleading. All the parks are essentially the same, with only minor adjustments to make them passable as the home field. Fenway, for example, differs little from Arlington, with the exception of a strangely out-of-place, miscolored Green Monster (which, incidentally, isn't even green). This is lazy and somewhat insulting to the avid player. I'm surprised and somewhat disappointed to see that, while *Big Hurt* has some nice stats for your team during season play, there are no leader board stats. In this game you can't access a table that will show how your pitchers and batters stack up against the other players in the league. The final problem is with batting mechanics. There's a delay from the time you press swing until the bat head actually gets around. You must swing right after the ball leaves the pitcher's hand if you plan on hitting a fastball. This, however, might actually be construed a plus, because it adds a lot of impact to junk pitching and change-ups, which are historically very easy pitches to hit in other baseball sims.

I have to recommend *Big Hurt* despite these flaws, however. They are, as I said earlier, extremely superficial and in no way affect the game's playability. This game will not disappoint.



## VIRTUAL OPEN TENNIS

Acclaim is beefing up its sports collection by snatching up many other third-party games and releasing them itself. One example of this is *Virtual Open Tennis*. Available for both Saturn and PlayStation (the Saturn version is pictured here), *Virtual Open Tennis* is, in fact, a completely different game on each system, each developed by different companies.

They may be totally different games, but they seem to suffer from the same problems, problems that have appeared in just about every tennis game to come out. The most obnoxious problem is with the camera angles. Maybe it's just me, but none of the angles seems quite right. I know a lot of it has to do with the fact that the graphics are so grainy, but depth perception is extremely difficult when you're playing on the far side of the court. Another problem, more noticeable on the Saturn, is player control. Moving that guy to wherever you want him to be is a lot more of a task than it really should be.

Other problems stem from the aforementioned angle and movement difficulties. Neither of these games is particularly bad, but a high learning curve makes what should be a fun experience nothing more than an exercise in tedium.



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sic Mario adventure. Plus, meet

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the best of both worlds. One minute you're

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Grate Guy's Casino. And, in between, you'll

have to test your brains on mind-

mushing riddles and new action-

puzzles. Of course

you'll find plenty of

new friends who

can help out. But

they'll need your help



**Finding Frogfucius is a wise move if you want to know more about your future quest.**

in return. Without you, Mallow

will never find his true family.

Geno will never become a real

boy. And Booster will never

find a bride. • You'll also

bump into all kinds of new bad-

dies, plus classic goons from every

Mario game in history. Only now,

they're rendered in ACM with a 3-D,

three-quarter overhead view. • So get ready

for all kinds of new Nintendo

action and brain-bending

Square Soft adventure.

Remember, running and

jumping is a great start.

But this time around

you'll also

need plenty of

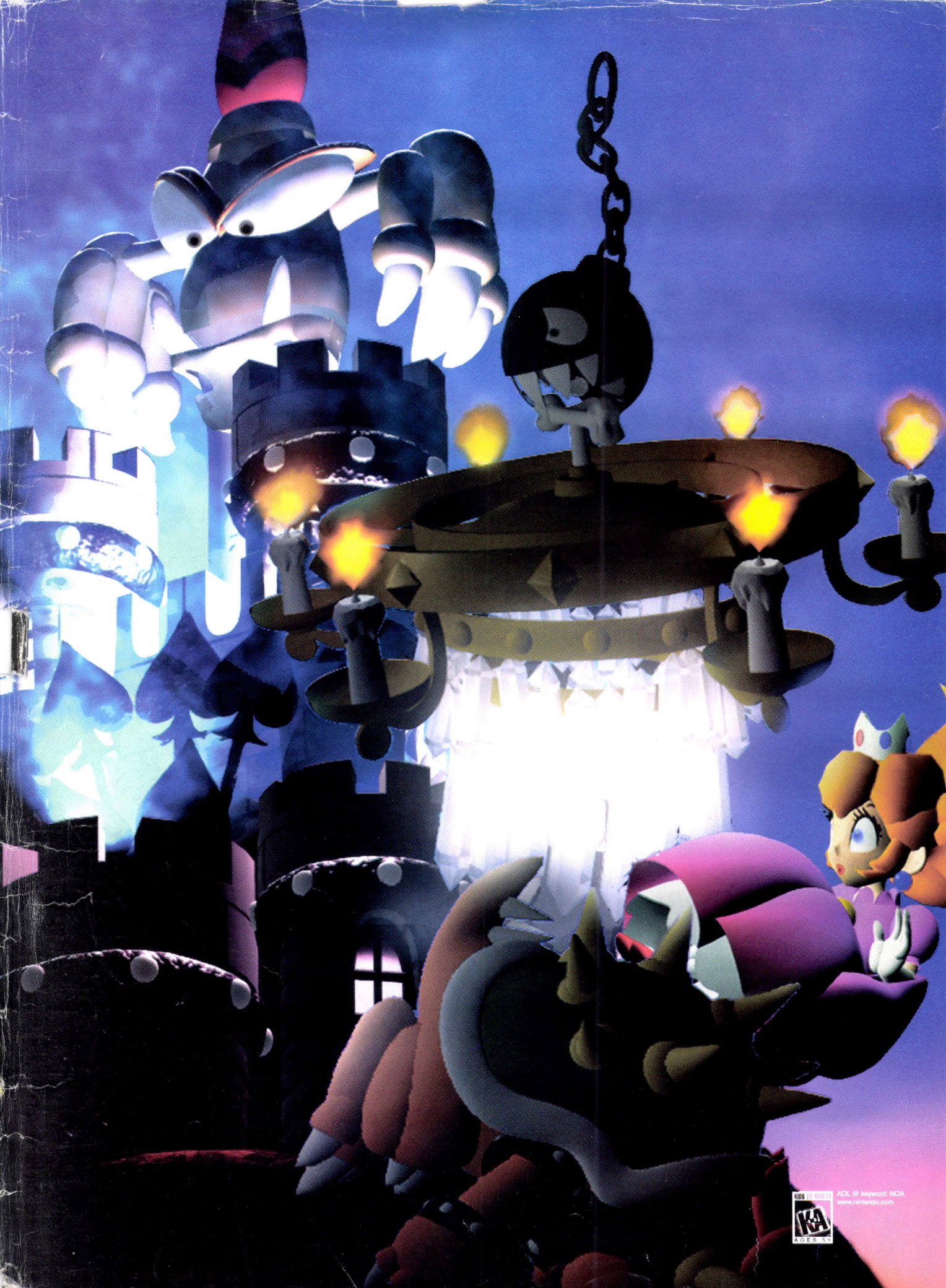
brains to finish.



**Whether you call it more action or more RPG, the fact is you'll have to use every trick in both books to beat these bad guys.**



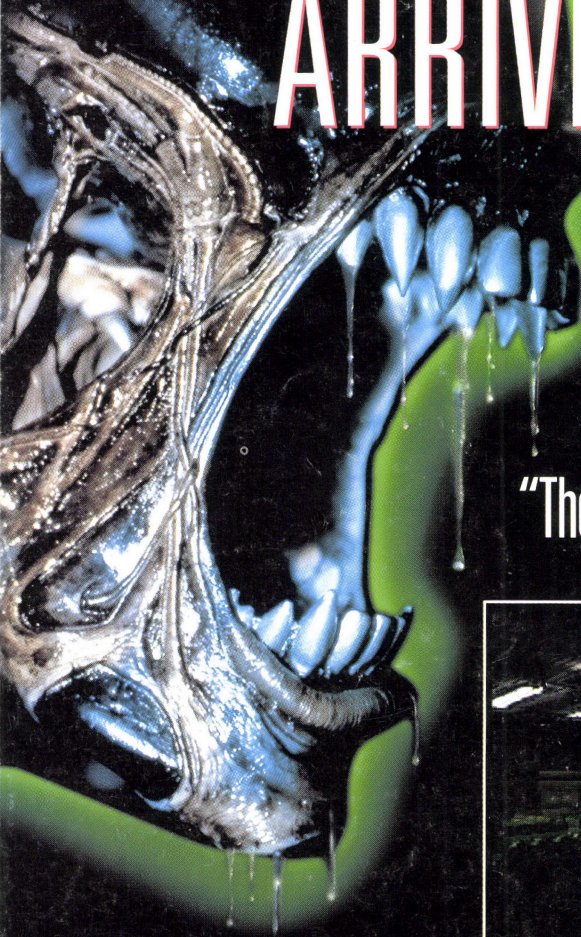




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